ZiP

Zine in Progress

Broil until golden,
add seasoning to taste

April - June 2012

2

1 HOUR ALONE W/ RICHARD STALLMAN

ZFOS

BIL CONFERENCE

2-PART FEATURE

π

Theme:

ANARCHY Enema[R]

Decolonize Your Colon!

CODE HERO

THERE'S NO GOVERNMENT LIKE NO GOVERNMENT

Pirate Party

EFF

PLUS:

SCIENCE FINALLY ACCEPTS ASTROLOGY!

ZiP MEGAZINE

featuring

#2 – THE ILL-ADVISED SEQUEL

(You know the book was better!)

<<<CODE HERO>>>
Insider FEATURE!

{BIL CONFERENCE}
Reportback

<<EFF / DIGITAL FREEDOM>>
+ the Wikipedia Blackout

<< RMS + ZiP = OMGWTFBBQ |>>
That's 1337 for "Great Interview"

<<AYAHUASCA SYMPOSIUM>>
The Psychedelic Resurgence

<<<GAMES: THE MADE>>>

CONTENTS

ZiP: Zine in Progress is a polymathematic, pro-Discordian panthology of hackadelic variegation, self-published on a quasi-quarterly basis under the auspices of

http://zine.noisebridge.net/zfos

ZFOS
ZinesFromOuterSpace

Please note that we've made a slight alteration to our hexadecimal pagination system. **Zx** is now the designator for a ZiP page. This chapter starts at **3B**, where **ZiP01** left off. Just wait till next time when we introduce **vectors**, to make things even *more* brilliantly complicated!

ZiP
ZiNe

Introducing.... **ZLang!**

<-----The Whimsical Wizard of ZiP

spent a ridiculous portion of the last few months intricately crafting a new code language called ZLang. He wrote the message below in ZLang for ZiP readers to decipher. Most likely you will need the key, which can be found online at http://zine.noisebridge.net/zlang/

blönjarbing ~ WRËANGISLAÐ

//yowglid nï xi dogyern zufnil ib **ZIP TOBYGNÖR** <yö yav indait zjun hai.p `amvilin ein kui nï loomi GINVURB saa rui>/ xi joot ib ZiP.02 ang URELGÖF OROTHU/ kä ikwil hï kä kum wrixarb nï mï yax `un: swuut an er xi virb yiring/ kä suulwö rai yin urelgöf yung: kä kum nï kup yir ip zjot og`swür an `ï twö/ kä dnav kup.arn bendar urfyil nï og`swür orothu/ kä.t bëyarb nï bod an töryng potrüw oritö/ un urvi luun ~ thwöng maalogn ew ginthwürning nï xi zavinyor: kä yervö möw yax pur trüw ~ pryndolöf ~ flüng ~ urn slaathing//

OUR MEN WANT
TARDIGRADES

if YOU ARE UNDER 18 OR

HiGHLY SENSiTiVE, ZiP is

NOT FOR YOU

ZiPCode

SHUT UP ANDHACK

//ming RICHARD STALLMAN dnav *laan glëm*/ yin ming kö jarg ip *LYNGSÜLEV THAE*/ kyor yav xi GLËM KOLEE daan bon andi rozdyn *trüðil ismuun*/ yin ang xi EFF mïyarb nï flënogn uil *mazaniw plömit*/ yin ang xi wömbiw dynun`d ar xi ID ip swyrning zjun glewnür xi dägimovag gentheirn *MTN*/ kyül gur kä paarn sëlmi`vaar bleed nozdyn urn atraðing lövuunarb nï *orothung*/ yin ithuin këlidzeething pël *kudziling*/ xi urdilying nï ew zjöng gyodzaring ~ urn turö teel gyodzaring zjur yö kup urdilying pël ~ yav sö puirn yajar zjöng thüzing//

gnöring pëlospil ~

YATINGÖ

more fun than a
NAPALM ENEMA

Facebook

ZiPCode

NRK

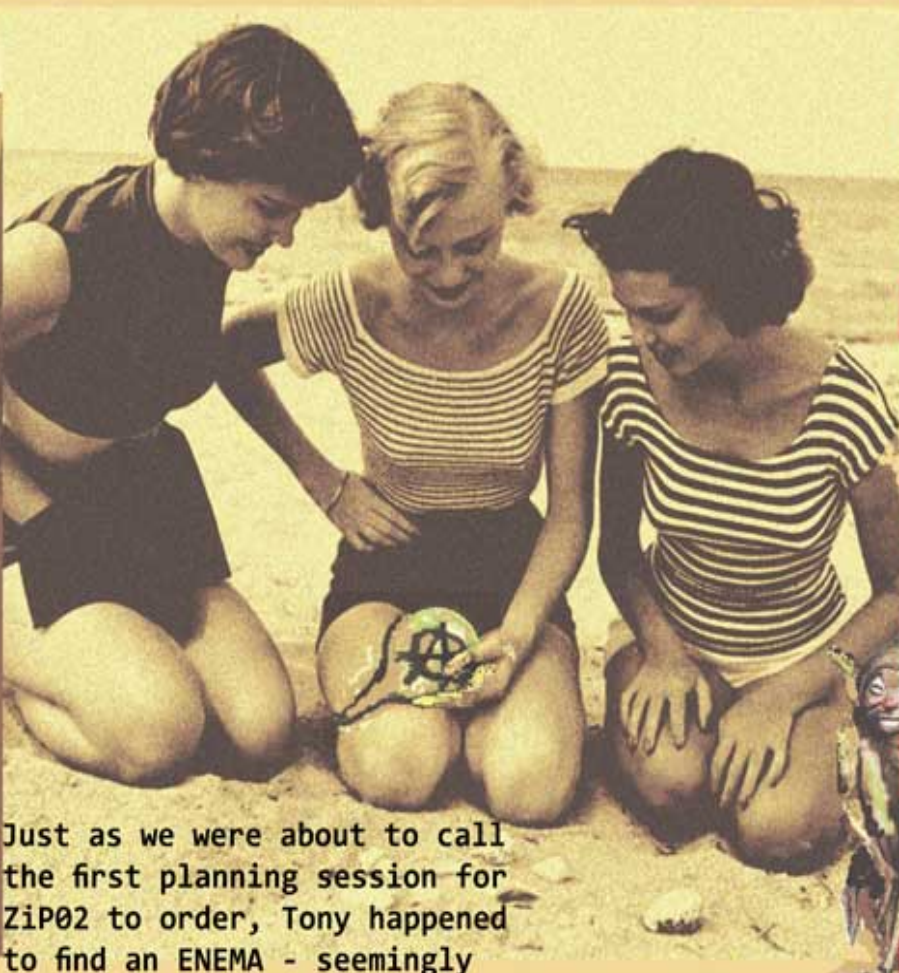eNMA

Zx003C

That's not just talk!

What Means "Anarchy Enema"?

anarchy [an?ər kē, an?är′kē] *n. Webster's New World* gives three definitions:
1. the complete absence of government
2. political disorder and violence; lawlessness
3. disorder in any sphere of activity

Syn. turmoil, chaos, mob rule, political nihilism, disregard for law, lawlessness.
(Sounds like the editors of *Webster's New World Dictionary* probably aren't anarchists.)

Complete Enema

- *Ready-to-Use*
- *Sodium phosphate*
- *Comfortable, lubricated tip*
- *Works in minutes*
- *For relief of constipation and bowel cleansing*

LOT YH40037 EXP 01/06

latex*u*

Contents: 1 Enema
4.5 FL OZ

> DONT
> TAKE
> > > ANY
> > > > OF
> THIS
> > > 2
> > > SER
> > IOU
> > > SLY

Just as we were about to call the first planning session for ZiP02 to order, Tony happened to find an ENEMA - seemingly unused, still in the box - in one of the Noise-bridge bathrooms. We had already been toying with a theme related to ANARCHY...and lo, the twain did meet. And so we have a "randomly gen-erated" theme that really means nothing & will probably turn everybody off - except for Per-verts, Punks & Anarchists. OUR FAVORITES!

enema [en?ə mə] *n.*
1. a liquid forced into the colon through the anus, as a purgative, medicine, etc.
2. the forcing of a liquid into the colon in such a way

Syn. douche, purgative, clyster

Zx003D

CODE HERO

The BIRTH of CODE HERO

by GNNR

IN APRIL OF 2011, I WAS APPROACHED AT NOISEBRIDGE BY ALEX PEAKE, WHO SHARED WITH ME HIS CREATIVE VISION.

ALEX SPOKE FAST, PAINTING A VIVID PICTURE OF THE FUTURE AND THE WAY HIS CREATIONS WOULD CHANGE IT. HIS KNOWLEDGE OF PHILOSOPHY AND SOCIOLOGY IMPRESSED ME AT THE TIME, AS HE DEMO'D A GAME OF HIS DESIGN CALLED PRIMER.

I SAW HIM INFREQUENTLY UNTIL THE DAY IN MAY WHEN SOMEONE STOLE HIS COMPUTER, CONTAINING COMPONENTS OF HIS WORK-IN-PROGRESS, FROM AN UNATTENDED CAR. IT WAS A SETBACK, BUT IN THE END ONLY SEEMED TO CATAPULT ALEX CLOSER TO HIS DREAM.   -------------->

WE SPENT A MONTH OR TWO HACKING AWAY ON THE GAME AMIDST THE HALLOWED CHAOS OF NOISEBRIDGE, AND A TEAM WAS FORMED: ALEX, DAN, ANTONIO, ROSS, MYSELF AND OTHERS HUDDLED TOGETHER BUILDING THE DREAM. MEK, A FELLOW NOISEBRIDGER WHO WORKS FOR A LOCAL PRESS, OBTAINED AN APARTMENT 14 BLOCKS FROM NOISEBRIDGE AND THE FIRST CODE HERO HEADQUARTERS WAS ESTABLISHED. WE COVERED THE POOL TABLE WITH A SHEET OF PLYWOOD, AND CONVERTED IT INTO A PING PONG TABLE. PADDLES WERE FASHIONED OUT OF SCRAP WOOD, SPRAY GLUE AND THICK PLASTIC. THUS BEGAN A WORLD OF INTENSE CHANGE, FUELED BY THE PROXIMITY OF TALENT, FRIENDS, NOISEBRIDGE AND BURRITOS. AS THE GAME PROGRESSED, AND BOOT-STRAPPING HAD ITS UPS AND DOWNS, ALEX REMAINED CALM. EVENTUALLY, THE LEASE EXPIRED, AND CODE HERO MOVED TO A NEW APARTMENT JUST A FEW BLOCKS FROM NOISEBRIDGE, INTO WHAT WE CALL THE HACKERQUARTERS. DURING OUR FIRST MONTH IN THE NEW APARTMENT - DECEMBER,2011 - NOISEBRIDGERS LEFT IN DROVES TO GERMANY FOR THE 28TH ANNUAL CHAOS COMMUNICATION CONGRESS (28C3). ALEX DECIDED AT 1 A.M. THE NIGHT BEFORE "HACKERS ON A PLANE" WAS TO DEPART THAT HE WOULD GO, TOO. HE LAUNCHED HIS KICKSTARTER CAMPAIGN, PURCHASED A TICKET AND LEFT FOR GERMANY. THERE HE MET GIZMO, A MEMBER OF FARBRAUSCH*, AND TOURED A NUMBER OF GERMAN HACKERSPACES.

AT HACK THE FUTURE, AN EVENT THAT TOOK PLACE AT THE SAN JOSE TECH MUSEUM ON JANUARY 28TH, 2012, I SAT WATCHING 20 KIDS TAPPING AWAY IN UNISON AT THEIR KEYBOARDS WHILE ALEX, TALL AND DRAPED IN A LAB COAT, WHISKED ABOUT HELPING TIE UP THE LOOSE ENDS OF FRESHLY MADE COMPUTER GAMES. I REMEMBERED VISITING THE TECH AS A CHILD WATCHING A RUBE GOLDBERG MACHINE JUGGLE OBJECTS ENDLESSLY. I WAS MYSTIFIED. LIKE MANY KIDS, I SPENT CONSIDERABLE TIME MESSING AROUND WITH NINTENDO

*Farbrausch - German for "color frenzy," is an award-winning group of demomakers; they are aka **.theprodukkt**

I Live By THE CODE

Alex Peake talkin' code

SIM CITY, BACK WHEN IT TOOK LARGE TEAMS OF DESIGNERS TO MAKE SIMPLE 2D GAMES. NOW KIDS LIKE US ARE MAKING OUR OWN RUBE GOLDBERG MACHINES INSIDE A 3D WORLD, THANKS TO THE UNITY 3D ENGINE AND CODE HERO.

HOPE GREW BRIGHTER AS TIM SCHAFER'S KICKSTARTER TOOK OFF. ALEX INSTANTLY FOUND NEW INSPIRATION, AND THE GAME WAS ON. WE BEGAN BY GOOGLE SEARCHING FOR TERMS RELATED TO CODE HERO. WE FOUND ARTICLES, READ THEM THROUGH, AND EMAILED AUTHORS WITH RELEVANT CONTENT. WE THEN PROCEEDED TO CONTACT SYMPATHETIC MINDS ON TWITTER. A FAN STARTED A CODE HERO ARMY ON FACEBOOK, AND WE SOON HAD 400+ PEOPLE WORKING TOGETHER TO HELP PROMOTE THE PROJECT. A POST OF OURS HIT THE FRONT PAGE OF REDDIT, AND HELD CLOSE TO THE TOP ON THE /R/GAMING SECTION FOR A SIGNIFICANT PERIOD OF TIME.
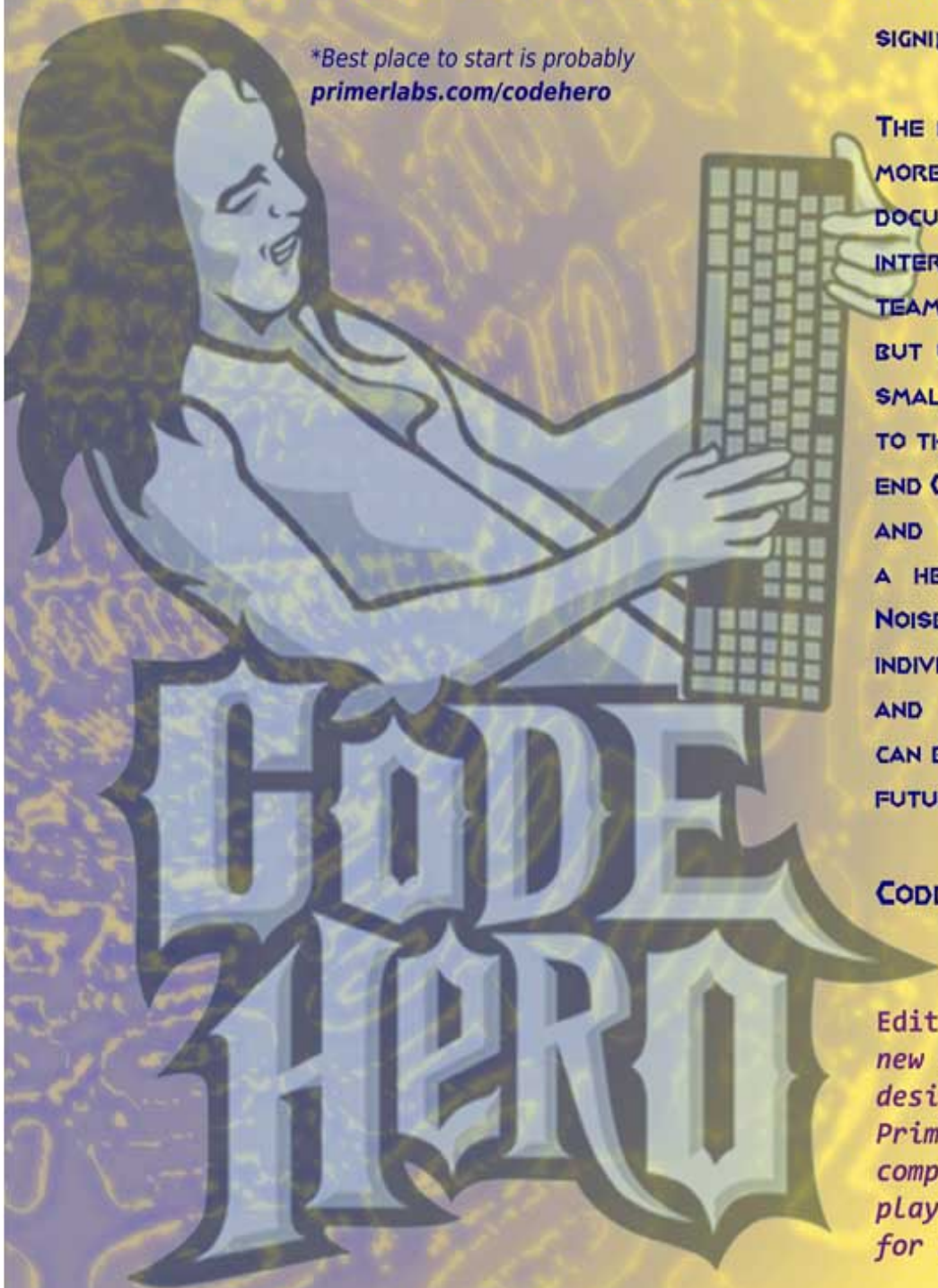
*Best place to start is probably
primerlabs.com/codehero

THE NEXT PART OF THE STORY IS FAR MORE BLURRY TO ME, AND IS WELL-DOCUMENTED ELSEWHERE ON THE INTERNET*: BUT HOW ALEX AND THE TEAM GOT TO THIS POINT SEEMS ALL BUT UNTOLD -- UNTIL NOW. THIS IS A SMALL GLIMPSE INTO THE PRECURSOR TO THE KICKSTARTER SUCCESS. BY THE END CODE HERO HAD RAISED $170,000, AND THE CAMPAIGN CULMINATED IN A HEARTFELT SPEECH BY ALEX AT NOISEBRIDGE. THANKS TO INSPIRATIONAL INDIVIDUALS LIKE ALEX, MITCH ALTMAN AND MANY OTHERS, NOISEBRIDGERS CAN BUILD TECHNOLOGY TO CHANGE THE FUTURE.

CODE THE CHANGE YOU WISH TO C! -GNNR

Editor's note: *CODE HERO is a new first-person shooter game, designed by Alex Peake and Primer Labs, that teaches you computer programming while you play! Visit www.CodeHero.org for more info.*

CONTROLLERS, AND SPAWNING TORNADOES IN SIM CITY, BACK WHEN IT TOOK LARGE TEAMS OF DESIGNERS TO MAKE SIMPLE 2D GAMES. NOW KIDS LIKE US ARE MAKING OUR OWN RUBE GOLDBERG MACHINES INSIDE A 3D WORLD, THANKS TO THE UNITY 3D ENGINE AND CODE HERO.

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ccccccc cccc 0001 0001 1010 0010 0001 0004 0128
ccccc1c cccc 0016 0000 0028 0000 0010 0000 0020
ccccc2c cccc 0001 0004 0000 0000 0000 0000 0000
ccccc3c cccc 0000 0000 0010 0000 0000 0000 0204
eeeee4e eee4 x3x4 00x4 c/cx 00cx 4/4x 004x exe4
eeeee5e ee e4 6a64 0064 axa4 00a4 7x7x 00?x =d=c
cccccc6c cc+c 1819 0019 9898 0098 d9d8 00d8 5857
ccccc7c cc57 7b7a 007a bab9 00b9 3a3c 003c 8888
ccccc8c 8888 8888 8888 8888 288e be88 8888 8888
ccccc9c 2b83 5788 8888 8888 7667 778c 8828 8888
cccccac c61f 7abd 8818 8888 467c 585  8814 8188
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cccccc  8a18 880c e841 c988 b328 6871 688e 958b
cccccdc a548 5862 5884 7e8l 3788 1ab4 5a84 3eec
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eeeeefe xxxx xxxx xxxx xxxx xxxx xxxx xxxx 0000
cccc1cc cccc 0000 0000 0000 0000 0000 0000 0000
*
cccc13c cccc 0000 0000 0000 0000 0000 0000
cccc13c
```

Please don't litter; be sure to throw your e-waste in the hexdump

HEXENVERBEN

The first 2 we snarfed off the Net; the rest are ZiP originals.

CAFEBABE - I got that hot cafebabe's number today....

DEADBEEF - Has a "Texas Chainsaw Massacre" vibe

FABDAD - Gay stepdad ("Bruce is my fabdad, my father met him after he broke up with Mom & turned gay")

FADFADE - MySpace came on like gangbusters, then suffered a swift & devastating fadfade

ADFEED - All Advertising, All the Time!

E-DEED - E-deeds are not as significant as deeds irl

FEEDBAC - Thank U 4 for all yr constructive feedbac

CDDEC - It was a necessity on road trips, until the iPod came along

DADA - Anarcho-absurdist conceptual art movement

CAFEFED - The barista rarely went grocery shopping; she was entirely cafe-fed

ABBADEAD - Not even "Dancing Queen" could get the dance floor going; it was ABBAdead

DEBEAD - After the Rainbow Gathering we had to unbraid and debead our hair

BADBAC - I can't go roc climbing; I've got a bad bac

BEDFACE - Don't go to a job interview w/ messy hair & bedface

FED-ADA - The Federal Americans with Disabilities Act

FEEDFACE - Robot STARVING, must FEEDFACE

CABDEED - Tipping your driver is an excellent cabdeed

DEFAB - My homophobic relatives are coming: we're going to have to defab the apartment

Herr Krötefrosch brought a German zine called **Stressfaktor** back from Berlin after the **28c3** last December. We gave it to the German conversation group at Noisebridge to see if anyone wanted to review it for ZiP. Svenja took on the apparently unsavory task. Danke, Svenja...better luck next time!

-WWZ

AM SATZBAU UND DER GRAMMATIK gibt es nichts auszusetzen, aber das gesamte Layout verwirrt mich und schüchtert mich mehr ein, als dass ich Lust hätte "Stressfaktor" durchzublättern und dementsprechend auch die Botschaft der Inhalte zu konsumieren. Grundsätzlich bin ich auch kein Freund von negativen Wortspielen und ich mag auch grundsätzlich den Gedanken nicht Menschen zu schocken, um Aufmerksamkeit zu erzielen. Alles in allem, das düstere Titelbild, der Name (Stress ist negativ belegt, Faktor ist wissenschaftlich, kalt und neutral) und die gesamte Bildauswahl sowie der geschichtliche Bezug zu den einzelnen Daten und die negative Darstellung und Überspitzung der Polizei, ist mir persönlich zu extrem und zu gewollt.

The whole thing is a little bit too extreme. The same way I dislike an extreme right opinion, I'm also not a fan of an extreme left one. Of course it is very important to question the state and to have your own political opinion, but I think history has taught us that extremes of all kinds tend to have bad endings.
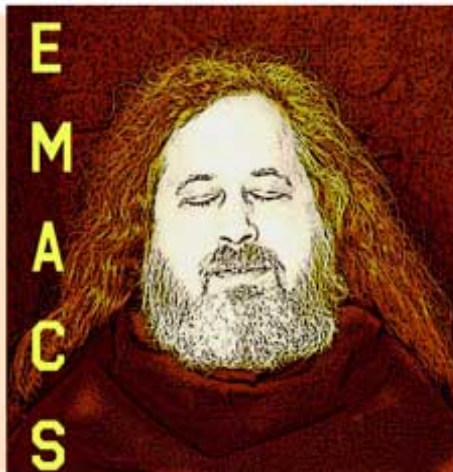
--Svenja Ubl

Rating:
zz
Candybar

(2 out of 5)

RICHARD STALLMAN

KEN THOMPSON

BILL GOSPER

Just call him RMS. If you had written EMACS ("the *ne plus ultra* of hacker editors," quoth the Jargon) & created GNU/Linux, you would probably be known by a TLA (Three Letter Acronym), too. And if you were, people whose impact on the world will never come close to yours would say all sorts of unflattering things about you in your absence, aided (perhaps) by some unfortunate YouTube clips. (The price of fame?)

Scurrility aside, RMS is a living (and traveling, and speaking) legend. And he showed up well at Noisebridge. As one hacker put it following the talk: "The bottom line is, I agree with him. I would rather use his software than software that isn't completely free."

People who live & breathe their principles with unyielding integrity are a rare breed. With mere mortals like this, who needs super heroes?

Co-inventor of Unix, along with Dennis Ritchie, & one of seven men labeled "major demigods" by the Jargon File. Just "Ken" will suffice in old-school hacker circles. Thompson was a Multics developer at Bell Labs in the '60s; the name "Unix," he later confessed, was "a weak pun on Multics." Around the time of Woodstock, Thompson - inspired by proto-video game SPACEWAR - crafted the operating system that would become Unix on a hacked-up PDP-7.

When Unix was rewritten in C in the early '70s, it vastly transcended its original purpose as a computer gaming tool, becoming by the 1990s the #1 multi-user general purpose os in the world. Among its illustrious progeny: Linux. In hacker terms, you could just about say Thompson is the man who invented the wheel.
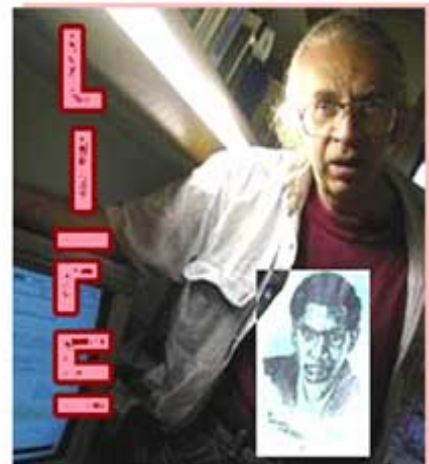
Math hacker from the days of legend, obsessed with Conway's Game of Life, the "zero-player" cellular automaton game introduced in 1970. (Now playing on a large screen in the Noisebridge library.) The Jargon defines a **Gosperism** as "a hack, invention or saying due to elder days archhacker R. William Gosper." The famous AI Lab HAKMEM is rife with Gosperisms. RMS gave Gosper props when we asked him about the old days (see Zx0046). And Gosper's Wikipedia entry avers that "along with Richard Greenblatt, he may be considered to have founded the hacker community."

All three of the men on this page are alive; will Gosper & Thompson follow RMS' lead & grace Noisebridge with a visit?

I don't want to know what's on YouTube.

ONE HOUR ALONE with RICHARD STALLMAN

In which 3 Noisebridge hackers score a private talk with a Jargon–certified demigod

(We did ask his opinion of Noisebridge.....and if he still writes code)
Introduction by Tony Longshanks LeTigre / Interview by Tony, Wladyslaw Z., Josh Juran

ON SUNDAY, MARCH 18th, 2012 - which happened to be my 24th birthday (in hexadecimal!) - one of the greatest living hackers, Richard M. Stallman (hereafter identified as RMS), came to Noisebridge to give a talk on Free Software. That's Free as in freedom (not price), and as opposed to Open-Source, which is assuredly one of Stallman's least favorite phrases. (This article presumes readers will have a basic knowledge of the difference and disagreement between Free and Open-Source software.)

Stallman founded the Free Software Foundation (FSF), of which he is president, in 1985, one year after launching the GNU Project. (GNU is a recursive acronym; it stands for "GNU's Not Linux," and is pronounced with a hard G.) GNU and the FSF remain vital today, thanks in large part to Stallman's tireless campaigning. Beginning in the 1990s he has traveled the globe more or less continuously to preach the gospel of free software, at hackerspaces and other spaces in practically every country where software is a relevant issue. His philosophy is "holistic" in that the freedom mantra permeates everything in RMS' line of vision, not just software: a visit to *stallman.org* reveals the depth and scope of his commitment to progressive causes of every sort. Among the myriad links are "Quantum Theory and Abortion Rights," "A proposal for gender neutrality in Spanish," "Boycott Harry Potter" and "Get even for 9/11: Support Gay Marriage!" (Read the explanation.)

In the expectant days before RMS arrived at Noisebridge, the grapevine placed him somewhere between eccentric and stark raving mad. Rumors and reports of crazy and repellant behavior on his part proliferated. Johannes of Austrian hacker zine *Monochrom* told me that during their interview with RMS he "picked a big booger out of his nose and ate it." The infamous information packet for his public appearances was (mis)quoted as proof that RMS was *a few memes short of a complex*. This 9000+ word document provides background info on his speeches for prospective hosts, covering every conceivable contingency. It is by turns demanding, particular, illuminating, quite funny, and most peculiar. Here is a sampling:

A supply of tea with milk and sugar would be nice....If I am quite sleepy, I would like two cans or small bottles of non-diet Pepsi....When you need to tell me about a problem in a plan, please do not start with a long apology; that is unbearably boring....I absolutely refuse to have a break in the middle of my speech....If you are paying for the airline tickets, I must insist that you cover the costs if I have to replace a lost ticket....Please call the hotel and ask whether they will demand to see my passport, and whether they report all their guests to the police....Above 72 fahrenheit I find sleeping quite difficult...If I am typing on my computer and it is time to do something else, please tell me. Don't wait for me to "finish working," because you would wait forever.....Dogs that bark angrily and/or jump frighten me, unless they are small and cannot reach much above my knees....I like cats if they are friendly, but they are not good for me; I am somewhat allergic to them....If you can find a host for me that has a friendly parrot, I will be very, very glad....DON'T BUY a parrot...If you don't know how to treat the parrot, it could be emotionally scarred and spend many decades feeling frightened and unhappy.....

*This photograph of RMS was taken at the time of the ZiP Interview (March 19, 2012) by Marco Prenninger, **www.marcoprenninger.com***

(Stallman has a *thing* for parrots, like my thing for hippos, or Timothy Treadwell's thing for grizzly bears.)

When he appeared for his talk, we were shocked to find his presentation cogent, well-organized, and extremely punctual. Captain Lou Albano hippie-hacker hair notwithstanding, this was not a man whose sanity was in jeopardy. He emerged without fanfare from the sizable crowd that had gathered in his honor, and 10 minutes later was addressing us from the center of the Hackitorium, without a microphone. Over the course of his hour-and-a-half talk, followed by an additional 40 minutes of questions from the audience, I developed a sense of respect tinged with affection for RMS: the purity of his motives, the truth of his words, his absolute dedication to getting the message across. I regretted the gossipy nonsense I'd been privy to beforehand. It was a reminder not to believe everything you hear.

But the Noisetalk wasn't all. RMS had agreed in advance to a follow-up interview for *ZiP* the next morning. We had one hour to pelt him with our questions and skedaddle. Luckily, I was assisted by two *ZiP* colleagues who are real hackers (not just zinesters): the Ginsbergian, bourbon-swilling anomaly known as Wladyslaw, and Josh Juran, author of the 68k emulator (*turn to Zx0057*), who counts RMS among his personal heroes.

The interview took place at 10 a.m. the morning of Monday, March 19th, in a Mission-District apartment not far from Noisebridge. (RMS prefers a friend's couch to a hotel room when traveling -as he so often is.) The living room of the small apartment was dominated by a vintage arcade game: Die Hard, by Sega. RMS had only just woken up, but wasted no time engaging us. His manner is direct, almost brusque. If he doesn't like or understand your question, he may interrupt to tell you so; if you take too long getting to the point, he will escort you. Personally, I didn't mind: I respect direct-ness. Stallman gave us a good hour *plus* a little extra, talking to us as equals. Not once did I see him pick his nose or anything gossipworthy. Josh made a recording, which we hope to post on the *ZiP* site (in RMS-approved format) soon.

"That was surreal," said Wladyslaw, who had done the lion's share of the questioning.

"I don't know RMS that well," Noisebridge alumnus Chris Murphy remarked after the visit, "but he seems idealistic beyond pragmatism. Then again, I also recognize that the vision of idealists pulls us forward."

Zx0045

The following is a collection of interview highlights. The full interview transcript will be made available at **http://zine.noisebridge.net/zip/rms/**

PROFIT / ZINES

TONY: I was thinking about how to apply the principles of Free Software to zine-making and self-publishing. I think some of what I've done with *ZiP* so far fits that mold. For instance, I posted a list of ideas for ZiP02, early in the conceptualizing stage, on the Noisebridge wiki and invited everyone to contribute and help shape the vision. And I invited contributors to design their own pages for the layout, which is something most authors can only dream of for magazine submissions. I wish I could give ZiP away free, but the reality is we had to charge $5 or $6 per copy with the first batch just to cover print costs.

RMS: You deserve to make money from your work. Don't you think you do? We sell our books [FSF and Gnu Press] for many times cost, and people still buy them. I'm not opposed to profit. Remember, I'm talking Free as in *Freedom*.

FREE VS. OPEN SOURCE (AND TORVALDS)

WLADYSLAW: Given that Linus Torvalds contributed a kernel that is of great use to the Free Software community—and it doesn't seem that he embraces the Free Software ideals—

RMS: That's right, he doesn't.

W: —could we say that it's really more important what a person contributes and less important what their motives are?

RMS: You can't separate it like that. What he contributes is influenced by what he thinks. If you look at the case of Linux—he distributes Linux under GPLv2* only, and the

GNU's General Public License, version 2

*Tivoized: *Stallman's term for systems that marginally abide by the terms of the GPL, while at the same time restricting users from running modified software.*

reason is: so it can be **Tivoized.*** There are things that wouldn't be allowed under GPLv3 that are acceptable under v2 [such as Tivoization]. And Linux is not entirely free software—there are "binary blobs" which are not free. They're in there because Torvalds doesn't consider non-free software to be an evil which we must fight. Open Source means that the source code is free, or at least close to free, but that doesn't touch on the executable files. [This difference] is relevant in what we call Tyrant Devices [which won't let users change the software]. It's an example of the way corporations control people through their software. We failed to defend the frontier at a crucial place, and as a result, we now have a tremendous problem.

The basic difference [between Torvalds/Open Source and Free Software] is we say 'You must respect the freedom of the users of your software.' That's the point he disagrees with us on. Although he has some idea of the proper, ethical way to develop software—even though those blobs don't follow his ethical ideas, he doesn't say that makes them unacceptable. He didn't fight against non-free drivers, either.

W: That was ambiguous, but it was a long time ago.

RMS: Well, it's not ambiguous. He could've said they violate the GPL, but he didn't. You could argue they were derivative; he chose not to. When, in a similar case, I told NeXT that the Objective-C front end had to be free, and they made it free.

W: So a person who doesn't believe in free software ideals....

RMS: ...may release free programs for other reasons, but is likely to do a half-assed job of it. Another example is Firefox, whose source code is free, but which offers non-free extensions from its website. We [the FSF] wouldn't do that. In fact, we developed an entire list of extensions so as not to offer the non-free ones.

ON THE GOOD OLD DAYS & HACKER SPIRIT

RMS: The most interesting hacker was Gosper [*see Zx0042*], who to a large extent hacked mathematics, but for a while he worked on the Game of Life and made amazing discoveries, including how to implement a universal computer in the Life world.

W: Do you think the hacker spirit, of exploration and playfulness perhaps, can serve as a model for new social modes of interaction?

RMS: I don't think so. I can't say it's relevant to everything we do in life. For instance, I don't know how much room there is for hacking in running a restaurant.

W: So we shouldn't necessarily preach 'Be a Hacker' to everyone on the planet.

RMS: Hacking is something people do because they enjoy it—some do and some don't. But it's useful to inform people that they can apply playful cleverness to designing things with technology, because some people may think technology is a domain of serious engineering by people who are focusing only on a business goal and nothing else.

W: As opposed to finding beauty in the project itself?

RMS: Or just having fun. There is no incompatibility between hacking and doing a serious job. A lot of people think there's a rigid separation between work and play. I'm not saying in life you shouldn't do serious jobs. The GNU Project is a very serious project: we're informing people about freedom. That's much more serious than making money.

OCCUPY WALL STREET / ANARCHISM

RMS: I support Occupy Wall Street. We have to overthrow the corporatocracy if we want to have democracy.

TONY: Last night during your speech you made a point to inform us that you are not an anarchist. I can't remember why it came up—

RMS: It would have been in response to something that someone said. The reason I'm not an anarchist is because A) I believe in a welfare state, and B) we need democracy to restrain the power of the rich. Democracy is a structure that allows the non-rich to band together and be stronger than the rich. If democracy doesn't do that, then it's broken. Our democracy is broken. It's sick. But I don't think that giving up on it is a solution. That's just admitting permanent defeat. There are other people who assume I'm a communist, which I'm not either.

TONY: So what you oppose, if I'm following, is the monetization of information, not...

RMS: I will not use that word [monetization]. It leads people to think in a twisted way. It focuses so totally on converting it into money that there's nothing left afterwards. How could you do that with information? Say "make money from" instead.

TONY: That *was* on your list of words not to use—I forgot.

PATENTS

WLADYSLAW: There's a story floating around that in the early days pre-GPL, the idea of Copyleft or free software could be achieved through patent licensing....

RMS: No, you're mistaken. I was against software patents from the moment I realized that they were real. You can't do anything good with them.

W: I may have gotten my information wrong. There's also the idea of forming a patent pool....

RMS: You can try to set up a collective security with patents, and in fact there is one: the Open Innovation Network. It's a patent pool, designed to defend some free software—although they won't use the term free software—and it does some good, but it's impossible for such a thing to be totally effective. The reason is it can't defend itself against patent trolls; it can only defend itself against patents held by companies that actually make something.

W: That eat other peoples' patents.

JOSH: If I come up with a novel implementation of something which I'm publishing as free software anyway, is there value in pursuing a patent on that, or is the publication of it sufficient?

RMS: It depends—if the goal is to prevent other subsequent patents from being valid, then publishing it is sufficient. However, it's conceivable that if you applied for a patent first, you could then contribute that patent to the patent pool, and basically use it for defense of the community. However, effective defense requires lots of patents—hundreds, if not thousands—the amount you could contribute that way is probably not very much, and it costs so much that you probably couldn't afford to do it. But in theory, you could contribute.

JOBS, FOSS & FLOSS

W: I hate to cite this character, but the recently deceased Mr. Steve Jobs was able to inspire a lot of people to follow his software choices based on certain factors. His willingness to "knife the baby"* in some cases....

RMS: Yeah, the point is, nobody in the free software world has that kind of power over what others do, because we're free. No one *could* have that power—although there are various distros that programmers might want their programs to be in, there's no distro that you *need* your program to be in or it's *dead*. Because we don't let anyone have that kind of power.

W: There's been an idea circulating recently that distros take on too much. That brings me to the terms FOSS and FLOSS.

RMS: Let me tell you where those terms come from. Someone in the early 2000s did a study. They didn't want to have to choose between Free and Open Source, so they

---

The phrase "knife the baby" originated with testimony from the U.S.A. vs. Microsoft antitrust lawsuit of 1998.

came up with the terms FOSS and FLOSS as a way to give equal weight to both camps. FLOSS stands for **free/libre and open-source software**. Others change that to FOSS, which gives the advantage to Open Source. So if you're going to do that, please use FLOSS. But I don't use those terms because it's not my goal to mention both political camps equally. I am the leader of one of them, and when I talk about what we do, I call it Free Software. If a program is Open Source but not Free, I don't think it's ethical.

NO TIME FOR CODE

RMS: I don't write software—not any more. No time.

W: Do you still maintain an active dot-EMACS file?

RMS: Well, I don't know about *active*. [We laugh.] I write something in my dot-EMACS file when I see something I'm doing that I could make more efficient. That only happens once in a while. I couldn't write software now as well as I did. I'm 59 years old. I don't have the memory I used to have. To write a large program, you need to be able to remember lots of things about why you did things this way, and what problem there was when you didn't. Anything I could do today would be a shadow of what it used to be. And with so many people writing free software nowadays, it wouldn't be crucial. What I am doing is much more scarce than that, so it's important for me to do this.

JOSH: You said that the best way to take part in the free software movement is to give speeches like yours. What are the qualifications for giving speeches?

RMS: If you want to be on the GNU Speakers List, basically show you understand the philosophy and can give good speeches about it.

NOISEBRIDGE / SAN FRANCISCO

TONY: You've been to Noisebridge twice this month, correct? And this is your first time visiting the space? [RMS confirms.] Do you have any opinion that you would share with us?

RMS: Well, it's a nice big space, people were there, obviously something exciting is going on. I noticed there was a certain amount of disruption, and there were people in the back who were talking and carrying on during my speech. I

figured they must not know I had booked the space for the night...

(Comments all around about the "creative chaos" of Noisebridge, for better and worse.)

W: Would you consider moving here, Stallman? San Francisco would love to have you.

RMS: I'm not moving to the West Coast. The FSF is based in Boston, I need to be there. And anyway, I travel so much—I'm always traveling—if I moved here, what would that mean? I also won't live in California because your fingerprints are required out here for a driver's license [or any state ID card].

W: A famous science fiction author wrote—this is a paraphrase rather than a quote—that when a place gets crowded enough to require ID's, social collapse is not far away; it's time to go elsewhere.

*   *   *

When two photographer friends of Wladyslaw's showed up a little after 11 a.m., RMS changed into a nicer shirt for our benefit. By that point the small apartment had gone from lively to crowded, and our time was up anyway. Exeunt the three hackers. On the way out, Tony promised to send RMS his quotes for approval before press time, along with a copy of Mark Bittner's book The Wild Parrots of Telegraph Hill, *which had impressed him greatly, and which he thought RMS would enjoy.*

Send any comments or questions regarding this interview or other ZiP content to zipzine@riseup.net.

Consumer Review

mc5 Headphones
(Etymotic Research)
by Adam Engelhart

ETYMOTIC RESEARCH invented the canalphone, and their top-of-the-line product, the **ER•4**, is still the gold standard for in-ear audio. It also lists at $299.00, so until **ZiP** gets enough circulation for a review budget, there's no way I'm going to be able to afford them.

I'm not a headphone connoisseur, but I work in an open-plan office and therefore value a good pair of headphones that let me forget that fact and actually get something accomplished. I've borrowed cans with active noise cancelling, but the good ones are too rich for my blood. Fortunately, Etymotic's **mc5** makes an excellent substitute.

The construction and packaging reminds me of Apple products—indeed, the entire experience of owning these from purchase onward has been very Apple-esque in that you know you had to pay a bit more, but there is Quality in every line.

I needed to swap out the default "small" ear inserts with the provided "regular" ones (my head is huge—they also include two different foam eartips), but after that, the noise isolation was the equal of any earplugs I've had. Like all canalphones, they're a bit tricky to insert, but I got used to it. If you want to go all out, you can go to an Etymotic-certified audiologist and actually get a custom set of ear molds made ($100), but that's farther than I'm willing to go.

In listening, I found the bass to be outstanding for a

canalphone, and the highs were crisper than I was used to—but I'd just switched over from a crappy pair of earbuds at the time.

In short, they did their job: letting me hear all the sounds I want and none of the sounds I don't.

The mc5 lists at $79 but the street price is usually more like $60 if you get a decent deal. That's a hell of a lot of money for a pair of headphones, but I've never had a finer set in my life.
RECOMMENDED.

-AE

Zx0049

HACKING
CONCIOUSNESS
THE PSYCHEDELIC RESURGENCE

By Daniel Jabbour

PSYCHEDELICS ARE TOOLS TO STUDY SOMETHING INCREDIBLY FUNDA-MENTAL — OUR CONSCIOUSNESS. AND THEY HAVE PLAYED A PROFOUND ROLE IN THE EVOLUTION OF ART, SCIENCE, AND TECHNOLOGY FOR THOUSANDS OF YEARS.

Recently, the Psychedelic Society of San Francisco (PsychedelicSF.org) hosted a symposium at Noisebridge, which was enthusiastically attended by more than eighty people.

While psychedelics have been used by various cultures around the world for thousands of years, only relatively recently has their use been criminalized. For decades, psychedelic research has been outright forbidden. Such compounds remained criminalized while Nixon's "war on drugs" ravaged the free-spirited counterculture who favored psychedelics. San Francisco was the outright nexus of this culture - and the spirit lives on in the city today.

An old saying from geek culture about these early days states, "Two major products have come out of Berkeley: LSD and UNIX."

The Bay Area is known as the birthplace of the computer revolution. Nowhere is that history more important than at Hackerspaces like Noisebridge. Psychedelics and science share a rich history. PCR, an important DNA process widely used in every genetics lab, was invented by Kary Mullis, quoted as saying, "What if I had not taken LSD ever; would I have still invented PCR? ... I don't know. I doubt it. I seriously doubt it." Even the identification of DNA itself by Dr. Crick, was supposedly influenced by LSD. Not to mention much of the computer revolution.

The counterculture of the late 1950s and 1960s had a profound and direct impact on many of the people and organizations who helped develop the ideology and technology of the computer as we know it today, including Doug Engelbart, Xerox PARC, Apple Computer, and Microsoft Windows.

But psychedelics weren't always synonymous with the hippie counterculture. Ayahuasca, for example, is a brew traditionally used by indigenous people in South America. Western culture didn't discover

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ayahuasca until the 16th century, when Christian missionaries from Spain and Portugal first encountered indigenous cultures using the brew. Their earliest writings describe it as the work of the devil. But through a melding of cultures, today there are a number of modern religions integrating both shamanistic practices like ayahuasca with Christianity, such as the Santo Daime and the União do Vegetal, or UDV.

At our ayahuasca symposium, speaker Bia Labate outlined the global expansion of ayahuasca and the impact it is having on drug policies around the world. Bia has a Ph.D in Social Anthropology from the Universidade Estadual de Campinas, Brazil. Since 2009, she has been a Research Associate at the Institute of Medical Psychology, at Heidelberg University in Germany. She is author, co-author, and co-editor of eight books. Bia was also launching her latest book at our event, *The Internationalization of Ayahuasca*.

Both the Santo Daime and the UDV now have members and churches throughout the world, including in the US. While the main psychedelic compound in ayahuasca, DMT, is a Schedule I drug in the US, the legal status of DMT-containing plants is somewhat questionable. A supreme court case allowed the UDV to import and use ayahuasca for religious purposes in the US since 2006, pursuant to the Religious Freedom Restoration Act. Similarly, the Native American Church has been allowed to use peyote, a psychedelic cactus containing mescaline for religious purposes in the US.

But the recent court ruling is a positive sign- psychedelics are back. And while the religious argument for psychedelics might be an easier legal battle, the medical argument is also strong. Psychedelic science is back. Peer-reviewed, double-blind, institutionally based, and federally sanctioned psychedelic research has returned, after decades of bans on psychedelic research.

Psychedelics have long been known to have tremendous potential in psychotherapy. Their unique ability to access the unconscious mind, and to shut down "control centers" of the brain, allows for deep and powerful insight. Of course there are other tools such as meditation which can accomplish a similar effect after decades of practice, but psychedelics allow us *non-monks* to achieve a similar level of cognitive effect.

Pharmaceutical companies spend on average about $800 million to create a new drug and push it through the FDA clinical trial process. Most psychedelics are not patentable (or have long expired patents on file). So the economic interest isn't there for big pharma to spend millions of dollars, a decade of research, and a political battle to develop a generic drug. Generic drugs, which can't be patented or are out of patent, can be easily synthesized by chemical labs around the world very cheaply.

But fortunately there's a non-profit pharmaceutical organization MAPS based in Santa Cruz working hard to ensure psychotherapists will have a psychedelic toolchest to use in their practices. Since psychedelic compounds are already developed, MAPS doesn't have to spend money on R&D, which means they will "only" be spending about $10 million dollars over a decade to get a single psychedelic compound, MDMA, through the clinical trial process. Currently approaching their "End of Phase II Meeting," MAPS is already well on their way to legitimizing the use of psychedelics again, and to bring these compounds back into mainstream medicine. They choose to focus on treatment of PTSD, and have already conducted several successful studies with Iraq War veterans suffering from PTSD.

It's going to be a fascinating time ahead. Psychedelics have had an amazing resurgence in recent years- the biggest western civilization has seen since the original "discovery" of these compounds by pharmaceutical companies in the 1960s.

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It's going to be a fascinating time ahead. Psychedelics have had an amazing resurgence in recent years- the biggest western civilization has seen since the original "discovery" of these compounds by pharmaceutical companies in the 1960s.

I hope the Psychedelic Society of San Francisco can continue to provide a forum for psychedelic explorers to discuss their experiences, learn about psychedelic compounds from honest information sources, and perhaps get involved with drug policy reform in the future.

The war on drugs has had a lot of negative consequences. When talking about consciousness-altering drugs, we're talking about drugs that affect the mind. And for the government to ban these compounds, is ultimately a form of mind control.

The historical origins of the drug war have never been about reducing the harm drugs cause to individuals and society. If it was, we'd eliminate prohibition as we have well-documented its failure. Rather, the war on drugs was started as a way to control and segregate various groups of society.

In 1937, Harry Anslinger, director of the Federal Bureau of Narcotics, testified before congress, "Marijuana is the most violence causing drug in the history of mankind ... Most marijuana smokers are Negroes, Hispanics, Filipinos and entertainers. Their Satanic music, jazz and swing, result from marijuana usage. This marijuana causes white women to seek sexual relations with Negroes."

The assault on psychedelics started in the late 19th century, when peyote was described as the cause of murder, mayhem, and insanity among the lazy American Indians. Then, in the 1960s the drugs were used as part of a massive rebellion against the government's authority, and an immoral and unnecessary war in Vietnam. Together with the press, the government convinced the public that drugs would lead to social chaos and spiritual disaster.

Despite the long road social justice movements must take, drug policy reform has never had more wind at its back. In the next decade we will see psychedelic compounds become legal pharmaceuticals. We are already seeing a modern interest and coming-out of psychedelic users. It's exciting to witness history unfolding, and I cannot wait to see the political, scientific, and cultural significance psychedelics will play in our lifetime.

Daniel Jabbour is the founder of the Psychedelic Society of San Francisco. Prior to living in San Francisco, he helped organize a similar group in NYC. In college, Daniel founded a SSDP, or Students for Sensible Drug Policy chapter and has been active with SSDP ever since. He was on a Drug Policy Alliance (DPA) committee working to end NYC's marijuana arrest epidemic, and has spoken at several NORML/SAFER rallies in NYC. His previous political work also includes lobbying at the local and national level, and organizing student volunteers for a mayoral race in Hoboken, NJ. When he's not hacking on Drug Policy, he's a Lead Engineer at a San Francisco based startup, and mentors young hackers at Hack the Future.

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Zx004C

EFF ROUNDUP

by Adam Engelhart

The ELECTRONIC FRONTIER FOUNDATION has been up to some cool stuff recently. What exactly? Well . . .

The Battle for Digital Freedom Has Only Just Begun

* Border searches

There's a great rundown on how to keep your data safe at
https://www.eff.org/wp/defending-privacy-us-border-guide-travelers-carrying-digital-devices
--it covers how and why the government can inspect your electronics while entering the USA, and ways to protect your privacy and information most effectively. Incorporates xkcd's "correct horse battery staple" comic! Here also is a related article on the unconstitutional search of property from *BoingBoing*:
http://boingboing.net/2012/03/29/us-fed-judge-it-might-be-unco.html

* Video games

Video games, so often demonized as The New Rock And Roll
(http://tvtropes.org/pmwiki/pmwiki.php/Main/TheNewRockAndRoll), are
always prime targets for Moral Guardians. Read up on the latest on
laws requiring labeling at
https://www.eff.org/deeplinks/2012/03/warning-exposure-video-game-labeling-laws-may-be-hazardous-freedom-speech
.

* Graduated response

Sounds super normal and reasonable, right? Actually it's a program the RIAA is planning on starting on July 1st involving increasingly chilling responses to accused copyright infringers. By the way, the burden is on the alleged infringer, not on RIAA or similar.
Rundown at
https://www.eff.org/deeplinks/2012/03/graduated-response-deal-steamrollers-towards-july-1-launch

* Jewel v. NSA

This is a case regarding the latter's warrantless wiretapping in the infamous Room 641A (https://en.wikipedia.org/wiki/Room_641A) in a Folsom Street data facility. The case had been dismissed in district court but the 9th Circuit recently revived it. Keep an eye on this one:
https://www.eff.org/press/releases/appeals-court-revives-effs-challenge-government's-massive-spying-program

* 2011 In Review

Finally, a few quickies about the past year.

** **40% increase in classified documents**
https://www.eff.org/deeplinks/2011/12/2011-review-year-secrecy-jumped-shark
** **The Great Nymwars**
https://www.eff.org/deeplinks/2011/12/2011-review-nymwars
** **Patent law continues to roil**
https://www.eff.org/deeplinks/2011/12/2011-review-patents

VIDEO CAMERAS 'WATCHING YOU'
24 HOURS 7 DAYS

ON THAT NOTE....

by Tony Longshanks LeTigre

On Sunday, March 4th I attended an **"Agency Salon"** at **Langton Labs** in San Francisco - located in a serene green alley in SoMa, across from an alluring-but-gated community garden, and close to the **Brainwash** laundromat entrance. (Brainwash, incidentally, was my number one hangout in the City before **Noisebridge** usurped that title). I had to leave after intermission (Daniel Jabbour's **Ayahuasca Symposium** was taking place the same afternoon at Noisebridge - see *Zx004A*), but the first half of the program was definitely worth my time. The two presentations I got to see were full of useful information and left me with the feeling of being part of a small but enlightened and influential community of radical hackers.

Neil Kandalgaonkar (website in development: *http://Grovr.org)* gave an overview of different types of more or less anarchistic societies in an attempt to elucidate which will most effectively lead us "toward internet-scale democracy." He bolstered his talk with historical context (the **1910 Spokane free speech fight**: Wobblies exhorting literally on soapboxes); summarized the successes and not-quite-successes of **Occupy Wall Street**'s recent (and ongoing) experiment in consensus democracy; and dropped a string of interesting names (**Lawrence Lessig**, who believes that campaign funding must be completely done away with if we are to restore equilibrium to U.S. politics; **Jo Freeman**, who argued that pure anarchy is impossible because humans naturally form hierarchies; **Rebecca MacKinnon**, who claims we are headed for a "magna carta moment" on the internet; and the **Pirate Parties** of Europe (PPI), which Neil K. dubbed "definitely the most fun political party"). The second talk, by **Geoff Brigham** of the **WikiMedia Foundation**, concerned the Wikipedia-led internet blackout of Jan. 18, 2012 in protest of the **SOPA** and **e-Parasite** bills. "We wanted the community to take a leadership role, and it did," Brigham said. My eyes were opened to the careful consideration and marvelous coordination that went into the blackout, which was not a top-down decision but rather one made by hundreds if not thousands of Wikipedia users and editors. I confess I got a little *verklempt* as I listened to Brigham describe the "unprecedented message to Congress" represented by the blackout, and the amazing morale in the WikiMedia office the night the blackout took effect. SOPA is on the back burner for now, but all we have to do is glance at history to know it has happened before (see **Jargon File** entry for **CDA**, the **Communications Decency Act of 1996**) and it will happen again. We should be proud of this success, but mindful that we have won a battle—not a war.

Next time: a look at the good work being done by **Bittorrent** on behalf of digital freedom.

--TLLT

Zx004E

3 PARAGRAPH ESSAY

The 3 Paragraph Essay (3PE) is a long-standing ZiP tradition that we are just now starting. You are welcome to write a 3PE on any subject you want and send it to us - the only requirement is that it be no more and no less than 3 paragraphs in length. Email submissions to zipzine@riseup.net.   *-wwz*

FACEBOOK VS. PRIVACY BY NOAH PAULAGEES

As long as there has been Facebook, there have been people warning me not to use Facebook. I'll regret posting all that personal information, my cousin assured me (before we got in a big argument and I stopped speaking with him). "Once it's on the internet, it's out there forever, you can't take it back," he tells me. Richard Stallman, during his recent talk at Noisebridge, asked that anyone photographing him refrain from posting photos on Facebook, because "Facebook is a surveillance engine, and I don't need Big Brother knowing where I am." One hacker in a recent post on NB-Discuss said online discretions would come back to haunt us "with a series of Ajax calls that will blow your mind." (Another poster challenged him to demonstrate this, and offered his name and Google history for the exercise, but I didn't see any follow-through.) Allegedly, Facebook, Twitter, et al. pose as free services in order to harvest personal info and marketable data on the vast numbers of people who make use of them. In other words, we're being swindled by internet rogues who hypnotize us with one hand while reaching for our wallet - or file cabinet, or grocery list, or diary - with the other. Yet I continue to use Facebook, posting fairly intimate details of my personal life and my daily comings and goings to 800+ friends (and their friends, and their friends' friends). Am I foolhardy, or just a hopeless addict?

You can't media-rape the willing. I'm listening to the arguments and keeping informed, but so far I'm not convinced the only solution is total abstinence. The more extreme privacy advocates seem just that: extreme (Stallman being a prime example). My attitude has become more sophisticated over time: it used to be "Fuck off, I don't care." I deleted my Google history before new policies went into effect March 1st, as recommended by hackers-in-the-know (some of them Google employees). And although my Facebook updates still look woefully indiscreet, no doubt, to many people of a less brazen sensibility, I am actually craftier than I appear. There's a list of subjects I don't discuss, or that I only allude to, without specific information that would compromise me or my friends, some of whom are engaged in fairly covert operations and live in "security culture." I talk about squatting (though less than before) - because I came to it from Occupy Wall Street, an overt public protest with nothing to hide - but I use only code names, never real names or addresses. I talk less about drugs and alcohol than I used to, because I don't want to glamorize them, and because people are very judgmental about certain things, but the Hunter S. Thompson in me can't help mouthing off from time to time. (Forgive me my trespasses.) I blab plenty about my personal life, but not yours - at least I try not to - since I've learned some people are just more private than I am. It took me a while to learn that, because I'm mostly a very open person. It just doesn't matter to me if people know what meeting I'm attending tonight, or what books I'm reading, or what awkward interaction I just had with someone on the bus, or even what I think of my former employer. In fact, I WANT people to know these things: I'm a writer, and my job is to communicate experience. I trust most people to understand that my opinions are nothing more or less than opinions: freely offered, easily dismissed, and entirely non-binding. I don't perceive myself as surrounded by enemies, or believe I'm important enough for anyone to keep tabs on. I value my right to free speech, and prove that I value it by using it to the hilt. My life is not ruled by fear of others finding out things about me. "Secrets kill," as they teach you in treatment. The Truth is my sword, and he who wields the sword of Truth fears not the switchblades of Gossip.

Anyway, the gild is off Facebook's lily. Sometimes I now go days, even a week at a time without logging in. I still haven't switched to the New Timeline, mainly because I don't like the feeling of being coerced into the rapid-product-turnover mentality. I still do log in to Facebook after a 3-day hiatus, but only to let my friends know how little I need Facebook these days. It's reminiscent of when MySpace started to die. When that happened, there was Facebook to take its place; what will save us this time? Perhaps more to the point: am I really as brazen and fearless as I claim to be? After all.....who am I?

Consumer Report: NOISEBRIDGE ENEMA KIT

by Colin Oscopy

In recent times around Noisebridge, there has been growing concern and an outpouring of frustration, during the weekly meetings and on the more-oft-than-not worthless **NB-Discuss** list, in regards to (over)usage of the space by non-members for purposes unrelated to hacking. Perhaps in an effort to defuse these tensions and offer the sweet drip of cleansing honey our space so desperately needs, someone - likely a renegade Occupier or something along those lines - left an enema kit in one of the Noisebridge restrooms. Seemingly unopened, still in the box, and supplemented by an obviously pre-used cockring (with pubic hairs still attached). The editor asked if someone would test the kit and write a review, and I was more than willing. He appeared surprised later when I actually turned in the article. I gather he thought my acceptance of the assignment was meant in jest, but as far as I'm concerned, enemas are no laughing matter.

I carried out the operation in simple, tried-and-true, organic fashion, opting to "get my hands dirty," so to speak. Sterility has its place, but in general I find it chafingly restrictive, not to mention unfair to potential biological mutations. My tools were a repurposed funnel and my own **meaty man paw** - in other words, I went **commando style**. I used the left hand, if you must know. I was able to adapt to my purposes the masturbation technique called **the stranger,** which involves using your left hand (or right hand, if you're a lefty) to create the illusion that it is not in fact your own, but that of a benevolent passer-by who is happy to lend a helping hand. It may be that the stranger's ulterior motive is to purge your colon cavity of boundless globs of undigested red meat (often the fetid remains of midnight Mission Street burritos)—but I'm getting ahead of myself.

Let the record show that enemas, like raw Agave nectar found at your local health food store, possess a sticky sweetness matched only by the pleasure they grant the user. It wasn't until after insertion that the realization struck me that, like the sullied cockring, this package might have some miles on it already. But there was no turning back now. I was doing this thing, as the goop had already been squished into my hoohah. I expelled the unpleasant thought along with everything else as a wave of resolution passed over me. All that remained was a momentary splish splashing like three infants in a kiddy pool. Purified. Eyes open anew. Ready to take it all in again so I could spit it out like gospel. Praised be, and *Vive le Noisebridge Renaissance!*

Zx0050

Enema Guide
How to give or take an enema
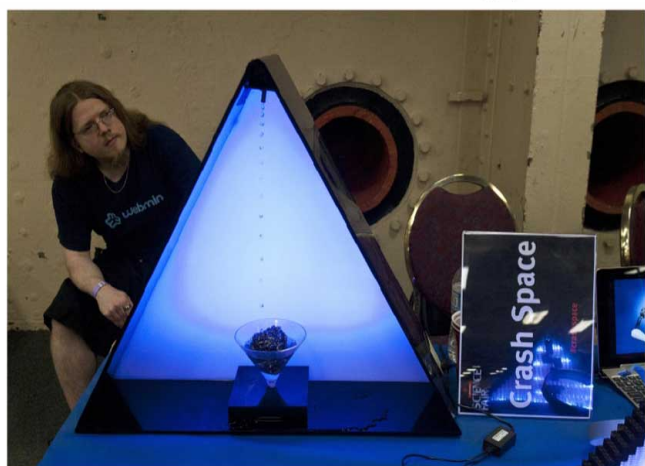*With 11 photos & 15 enema recipes*

By G. Smith

"BIL is an ad-hoc conference for people changing the world in big ways. It's a place for passionate people to come together to energize, brainstorm, and take action." So says the website for the BIL Unconference. BIL is an "unconference", a participant-driven gathering that avoids many of the traditional conference structural elements like top-down organization, corporate sponsorship, and overpriced entry fees.

What does BIL even stand for? According to the site, sometimes it means "Boisterous. Ingenious. Logic." Or "Benevolence. Illuminating. Level.", or "Booze. Illuminating. Logic." The point is more that BIL was created as a counterpart to the famous TED conference, and named to punnily refer to a particular movie famous within geek lore. There is no "real", objective meaning to the acronym; the headline script on the website changes the words with every refresh, echoing the mutability of the event and encouraging us, the viewers, to declare our own ideas of what BIL stands for.

BIL is held in Long Beach, California, on the Queen Mary, a former cruise ship converted into a quirky, historic hotel. It is immediately obvious how "un-" the conference is, as all the signage guiding me through the parking lots to the hotel event hall is hand drawn in sharpie on poster board. I find this lack of polish charmingly familiar, a symptom of my own experience organizing and volunteering for seat-of-the-pants grassroots events.

The event hall itself has three floors, the first being the topmost, and extends 2 more floors down into the belly of the ship. We enter via gangplanks into the side of a huge boat, and get wristbanded at the entry table. The crowd looks astonishingly like varied copies of other people I know, or their friends. Colored

hair, corsets and boots, backpacks with familiar tech company logos, slacks and tophats, waistcoats and lab coats. These are definitely my people.

The first talk I attend is given by Noisebridge's very own Alex Peake, know for his current project Code Hero and his other prototype, the Primer, based off the Young Lady's Illustrated Primer from Neal Stephenson's novel The Diamond Age. Alex's talk is as much about Primer as Code Hero, and focuses on the idea of using video game style interaction to teach kids everything from coding to mathematics, history, and science. He demonstrates a

Zx0051

BIL 2012

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Zx0051

scene where you, the player, climb atop a Sumerian ziggurat and accost the priests who cannot figure out how to divide food among their people. You assist them by creating numbers and basic mathematics, and save the Sumerians from starving by enabling them to fairly distribute their inventory. This metaconcept of providing educational challenges in the form of game sequences is core to Primer, and to Code Hero, but in the finalized version of the Primer students would be encouraged to create their own challenges, their own environments, and even their own universes that extend the original Primer framework, using what they've learned. Code Hero also uses this style of learning, where the player-student shoots code at obstacles in the game, and does realtime writing and debugging. (Code Hero has also just completed a kickstarter originally for $100,000, which cleared $200,000, enabling the team to add multiplayer functionality.)

I pause in another talk to take notes for this article and find out that none of the event organizers bothered to throw down $195 for hotel wifi within the event space. I have to tether for internet, except there's no cell reception below the ground floor inside this big metal thing, and all the other floors are below the ground floor. The organizer in me is irritated; internet access is an important detail, especially for a tech-oriented conference where people are trying to connect and communicate.

Other than that maybe-not-so-minor quibble, BIL is much like every other alt-creative-techy-hippie-weirdo conference I've been to. You can expect to spend a lot of time running around from talk to talk because everything you want to see is on different tracks. You run into people you know, see people who look like people you know but aren't, and meet people who will become those people you run into at the next con. Lots of wacky hijinks, simply because so many of us special snowflakes are in one place. A surprising amount of snowflakes are SF locals. There is an LA alt-creative-techy-hippie-weirdo contingent and an SF contingent, and when they both come together it becomes a sparkly-techno-hippie-wonder-con.

On the upper floor by the entrance, various groups have set up tables, booths and little gathering areas. CrashSpace, an LA hackerspace, has a table with a small MakerBot, some LED signs and sculptures and an art piece that uses strobes to make water appear to drip upwards. Eric Michaud is running the Lockpicking village, which I've seen at almost every con I've been to since the NYC hackercon HOPE in 2006. A tea ceremony is occuring at intervals in a corner, with participants sitting on floor cushions around a low table. There's an unmanned table with framed art, comically oversized director's chairs, and a guy in a turban giving hot stone massages.

I rush back from an off-event lunch to see Jean Rintoul, who recently spoke at my local event Five Minutes of Fame, speak on the main track. I hope I'm not late, but

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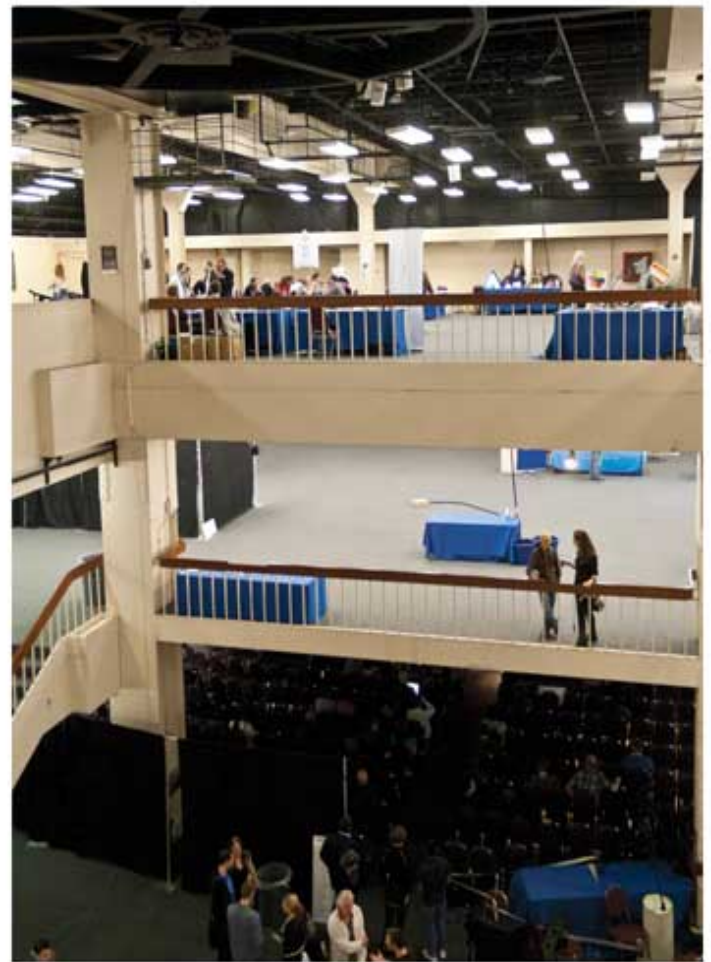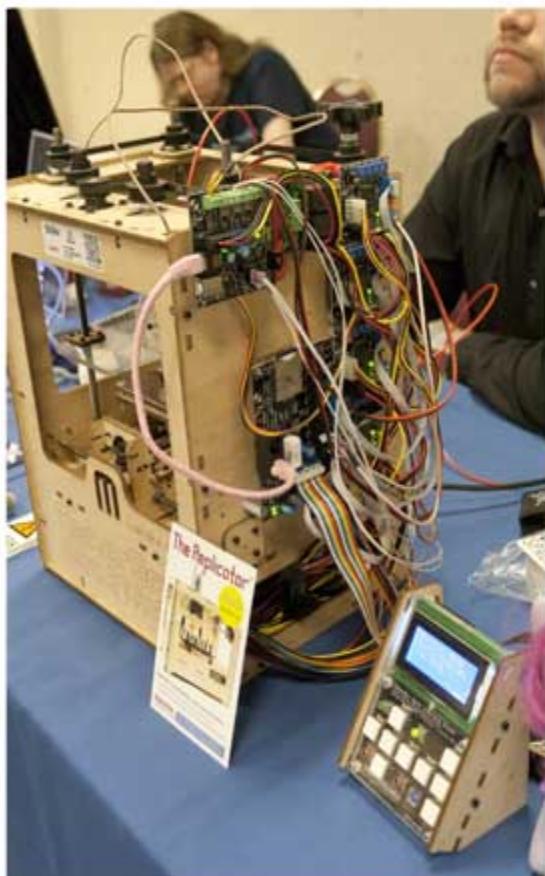
luckily the schedule is about 20 minutes behind due to technical difficulties. In the awkward silence, while crew members fiddle with the sound equipments, a lady from the audience stands up at the mic and reads a poem. I can't hear most of it, but I catch the last line: "It was worth losing my virginity to you." The audience applauds.

Mike Minedo is about to present on "Creating Immersive Games", and he's not spared the technical difficulties either- his video won't start, then it does but there is no sound. Finally it's working right, and then the a/v guy closes the video window by accident. For some reason it's heartening to watch others fail at presenting; I have felt their pain so many times. The hostess quips, "AI is easy, AV is hard." Don't I know it.

Mike's presentation is about the immersive game he designed for the Queen Mary, where participants take part in a theatrical game aboard the ship. Then Jean Rintoul wants us to use a range of biosensors to collect and measure data about our bodies, to help us make better inferences about our mindstates. After Jean, Matt Bell is up, with Scan Your World in 3d. At first I think he's doing a reprise of "scan things with the Kinect"; at 28c3 earlier this year, the actual Kinect developer from Microsoft demonstrated live 3d scanning and model assembly using a Kinect and some alpha-build software. Matt Bell has built his own 3d scanner, though, and he's scanned the front of YCombinator's office and several other locations. He's using MeshLab, the same opensource application the Microsoft guy used, to view the meshes created by the scanner. He's got the actual scanner with him, and while there's no time during the presentation, he invites the audience to come by the AP desk in the back for a live demo.

At dinner in the Queen Mary's restaurant, Alex Peake falls asleep at the dinner table. I am recognized by someone with a German accent, who introduces himself as Christoph. He cannot place me at first, and then realizes he remembers me from when I spoke in the Geeks and Depression panel at 28c3. We exchange contact info. Immediately after dinner there is a colored-hair-people party in the boat's lounge, upstairs on the observation deck, complete with jazz band.

On the second day I find myself laying in a hammock on one of the Queen Mary's gangways, letting Christoph tether through my cell phone because there is still no wifi at the conference, and listening to Aestetix walk him through setting up an offshore web server. I already saw Aestetix talk about Google+ and the Nymwars, and we had a nice audience-participation chat about what identity means and how it's used. Now I'm missing a talk I wanted to see, except I don't care because it's warm, beautiful SoCal weather outside and I'm so comfortable you couldn't pay me to get out of this hammock. Other congoers are chilling out in other hammocks. They all turn out to be San Franciscans. Most of the people at BIL are from San Francisco, including the event organizers. I overhear some conversation about which Burning Man camps everyone was in last year.

The last BIL talk I make it to is titled to be about empathy, but it turns out to be more about how to vet your thought processes for irrational states of mind and figure out where you're going wrong in your cognition and

emotional reactions to other people or situations. Much of the material is familiar to me, but would not necessarily be so to others who haven't spoken in depth with mental health professionals. The speaker is unpolished, but throws down a lot of good information, and I wish she had slides. She does have a website though, meaningandmagic.com.

The sun is setting, and it is almost time to get on the road back to San Francisco. I meet up with the rest of my carpool in the sex talk track. One of us spent far more time in the sex talks than I did, so I debrief him (heh). Nina Hartley gave blowjob instructions and demonstrations on a woman wearing a dildo; "Act Like A Man" showed men how to break out of traditional gender roles; "Mismatched Mates: Navigating Sexually Disparate Partnerships" made a lot of people feel less bad about being slutty; and "Pinko Commie Porno Queers: How 'Trade Shoots' are changing porn production" joined up the NorCal/SF nerd porn people with the SoCal "traditional" industry porn people. I need a cigarette, but I don't smoke, so we go for sushi instead, before heading back up 101 to San Francisco.

After BIL, I got invited to a couple of Facebook communities where BIL attendees are trading ideas, links, chatted about interesting stuff and generally kept the positive energy of BIL going. A hackerspace is starting in the Mojave desert, by a young man who pops into the Noisebridge IRC channel once in a while. We met in person at BIL and he asked me for advice on how to start a hackerspace successfully. (I don't really know anything about how to start one, although I know a lot about how one can fail, so I referred him to someone else.) Other people are talking about the state of education in their home states, or how to solve world resource problems, or posting links to innovative art, or just talking about what they want to do in the future. Whether you're a geek, artist, engineer, hacker, transhumanist, student, or one of many other types of forward-thinking people, BIL has something for you, but the connections made and energy exchanged go far beyond two beautiful spring days in SoCal.


- Daravinne

ROBERT HAN'S NOT-SO-BAD IDEA

Looking for feedback on a Community Portal for DIY projects; currently running prototype at
badideas.me -- Contact me at **robert@badideas.me**

BADIDEAS.ME - ENABLING IDEAS TOO BRILLIANT FOR COMMON SENSE

The goal is a **community portal for DIY.** By DIY, we mean everything from home improvement projects, to 3D printer, to crazy plans. Building a better human cannon? Fashioning stage props?

It's a place where creative folks can share their next **'great'** ideas, free from scrutiny of common sense. How many times have you been told, "that's never going to work!" or realized you just need a specialized part to build a potentially great invention.
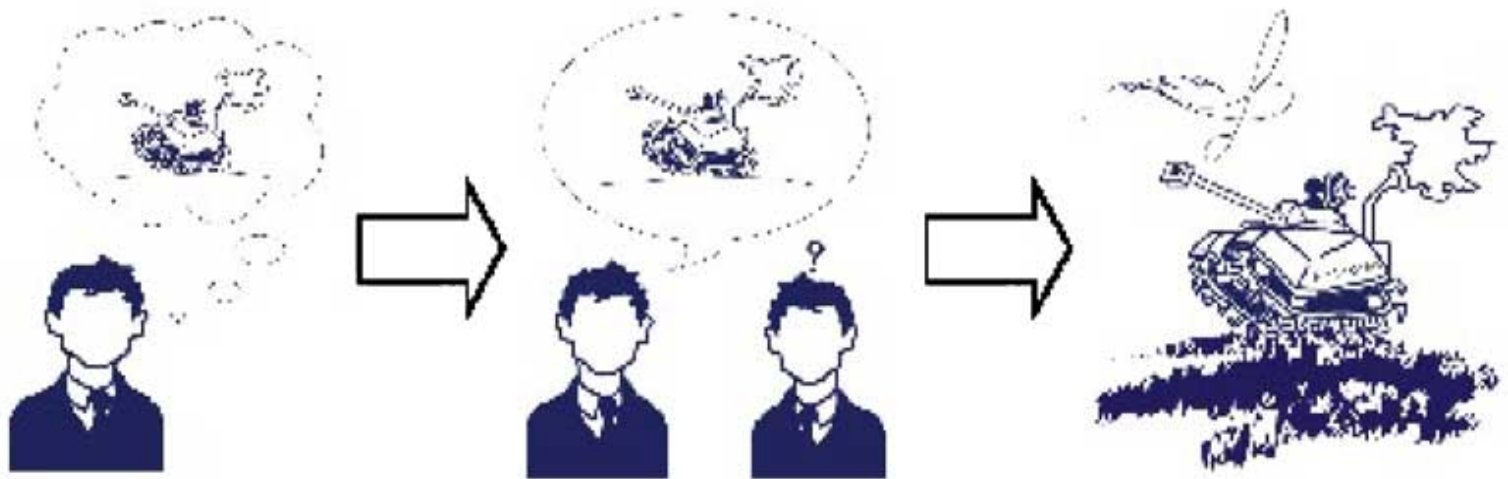
On the site, you can:
a) post ideas and projects in-progress for feedback
b) get help in the form of parts, advice, or money
c) join a community of like-minded thinkers.

Ideas (DIY projects) of all sorts are welcomed.
-- An idea doesn't have to be finished, or even started. We love concepts, too!
-- Go Real-time. Share your ideas as you work on them, not as post-action write-up.
-- Support awesome ideas to get updates.

Needs are the ways you are looking for help from the collective.
-- Needs are requests for co-conspirators, advice, parts, micro-funding, etc.
-- Post a need by itself, or, better yet, attach it to an idea and share the story behind it.

Together let's build a site to emulate the excellence of Noisebridge and the can-do DIY spirit to a broader online community.

Help out by:
      1.   Trying the alpha at badideas.me
      2.   Give your feedback to me at the aforementioned email address
Down the road: Overhaul the UI, Mobile app to help documentation, and deeper integration with personal blogs.

Zx0055

PPI

EVERYBOTTY PIRATE POTTY!

Why are pirates so damn cool? They never go out of style, it would seem. Are hackers just pirates on land? Do you belong to the Pirate Party? RMS distanced himself from pirates the other night, during his talk at Noisebridge, stating that "stealing ships is bad." (Clearly the nautical age has given way to the cybernautical.) The U.S. Congress isn't too keen on pirates, either, consdiering its perennial attempts at "anti-piracy" legsiation & related media campaigns aimed at instilling in the American public a negative image of pirates. Yet pirates have a great deal of cachet in pop culture & are admired as cool, anarchic rebel figures; and in Europe, things are a little different, thanks to the PIRATE PARTIES INTERNATIONAL.

The PPI is a non-governmental organisation (NGO) that exists to help establish, support, promote, and maintain communication and co-operation between Pirate Parties around the world. It was officially founded during the Brussels conference in April 2010.

We were supposed to have an article on the PPI in *ZiP01*, but it got crowded out. Now it's getting crowded out again. But don't give up on us yet. Third time's the charm, as they say....

RAZZLE DAZZLE or FIZZLE?

RASPBERRY LIE

We were supposed to have a consumer report on the Razz, or a survey of opinion. Mr. Froggytoad even sent the draft of a promising "Comparison Matrix" showing how the Razz stacks up against the competition, including Arduino Uno and Due, Diavolino, NeTV, Milkymist, and - just for shits & giggles - a slice of cherry pie. (As in, the dessert.) Then....it didn't get finished. And now we're out of room and more than out of time. You might even say our front cover is misleading, given that it features a giant raspberry with the mathematical symbol (and Greek letter) pi, clearly suggestive of the miniature computer from Apple currently making waves in the tech world. Guilty as charged. The truth is, we really like how the raspberry looks on the cover, and didn't want to alter it. We can tell you one thing: it's not free software. "Raspberry Pi has a graphics chip which requires non-free firmware," Richard Stallman said when we interviewed him (see Zx0043). "It's close [to being free], but falls painfully short."

ZiPCode

Here is the 2nd
installment of
Josh Juran's
v68k article,
continued from
ZiP01

x68k
by Josh Juran

IN THE LAST ISSUE, I discussed my rationale for writing a 68K emulator and some of my future plans for it. This article, however, will be limited to currently existing functionality. The v68k library handles decoding and interpreting 68K instructions; the x68k program is an application of v68k which adds the missing pieces to form a complete (albeit simple) emulator.

One of the functions of an emulator is containment, to act as a sort of blast shield protecting the host environment from whatever disasters befall the program being emulated. (In fact, the very first instruction x68k runs on the emulated processor clears the Supervisor bit in the status register, switching from supervisor mode to user mode, so that privileged operations cause an exception.) At the same time, it's necessary for emulated code to be able to have *some* effect on the outside world (besides merely consuming resources), since otherwise there would be no value in running it. The trick is to be selective about what effects are possible from within the emulator. We certainly don't want to give untrusted code carte blanche to the screen or the file system. Initially, it would be sufficient to have some concept of output, which emulated code can produce but whose particulars are controlled by the host system.

Fortunately, such an abstraction exists already (and has for decades): POSIX file descriptors and standard I/O. If we allow an untrusted program only the ability to write to already-opened filehandles, the worst it can do is spam your terminal or temporarily fill up your filesystem (assuming you've either left that file descriptor referring to the tty device or redirected it to a file on disk). The x68k application allows the emulated program to write to any open file descriptor, by giving it access to the native write() system call.

This hand-wave merits further discussion. There must be a 68K instruction that somehow codes for a native operation. The TRAP instruction is a natural fit for system calls: the processor takes a Trap exception, and the installed exception handler, having full access to the state of the caller (and now running in supervisor mode) can implement the call in whatever way necessary and then return. In fact, this is exactly how system calls work in MacRelix, a POSIX-like environment for classic Mac OS (and therefore a spiritual cousin to Cygwin) on 68K. The only problem is that as far as the emulator *application* is concerned, an exception is nothing out of the ordinary -- v68k's microcode for the TRAP instruction switches to supervisor mode and constructs an exception stack frame, but for x68k it's just another instruction executed successfully before continuing to the next one. A jump-out-of-the-system instruction is required -- i.e. one that is not handled by the processor itself, but by something external.

Fortuitously, this too also already exists. The BKPT instruction "supports breakpoints for debug monitors and real-time hardware emulators" according to the M68000 Family Programmer's Reference Manual. It's not supported the same way on all 68K processor models, or at all by the 68000, but x68k doesn't need it to be -- that the instruction is recognized by assemblers and disassemblers and isn't used for any other purpose (and therefore will never be seen in user code) is sufficient, since x68k provides both the

implementation and the call sites. Our use of it will loosely mimic the way it works on the 68020 and 68030: Execution of the BKPT instruction sets an abnormal processor condition, causing a break in the instruction step loop. The application then checks which condition caused the break; in the event of a hardware breakpoint, it optionally performs any necessary processing and then acknowledges the breakpoint, submitting an instruction opcode to substitute for the BKPT instruction. There are eight different breakpoint vectors (numbered 0 through 7); x68k recognizes BKPT #2 for system calls. It expects a system call number in register D0 and the arguments (and return address) on the stack, and will return a result in D0. If the system call number isn't recognized, it does nothing and doesn't acknowledge the breakpoint, causing the processor to take an illegal instruction exception.

The prospect of littering user code with BKPT instructions is averted by combining the breakpoint mechanism with the existing practice of using TRAP #0 for system calls as in MacRelix, as shown in the implementation of write():

```
MOVEQ.L #4,D0
TRAP    #0
```

The first instruction sets D0 to the value 0x00000004, which is the system call number for write(). The 'Q' stands for 'Quick' (since the value is extracted from the instruction opcode itself, rather than having to be read from somewhere). The '.L' suffix means that this is a Long-sized operation (affecting all 32 bits of the destination); however, MOVEQ is always long-sized. The '#' symbol means that the 4 is a literal value, not a memory address. The TRAP instruction causes a Trap exception along one of sixteen trap vectors (numbered 0 through 15), selected by the operand. The calling code has already pushed its arguments and return address on the stack when write() is called.

When the Trap 0 exception occurs, the processor switches to supervisor mode, builds the exception stack frame, and jumps to the exception handler's address. The top of the stack now contains copies of several special registers as they were before the exception: the 16-bit Status Register (SR) (which we'll ignore) and the 32-bit Program Counter (PC), which contains the address of the next instruction to execute. When the exception is taken, the PC has advanced past the TRAP instruction and is pointing to whatever follows it.

x68k installs this exception handler for Trap 0:

```
LEA     (2,SP),A0
SUBQ.L  #2,(A0)
MOVEA.L (A0),A0
MOVE.W  #0x484A,(A0)
RTE
```

SP is the Stack Pointer. It's an alias for register A7, where it's always stored. On the 68K architecture, the stack grows down. Parentheses indicate dereference, i.e. while SP refers to the value (a memory address) stored in A7, (SP) refers to the value stored at that memory address. Commas within parentheses denote addition, so (2,SP) means the value stored at the address SP + 2. Since the stack grows down (from high memory toward low memory), higher addresses are deeper in the stack. Two bytes away from the top of the stack is the saved PC.

Load Effective Address in this case sets A0 to SP + 2. The semantics of LEA are as if C's address-of operator were applied -- the *address*, not the value, of its operand is used. A0 now points to the copy of the PC stored in the stack. The next instruction (Subtract Quick) decrements it by two, so the stored PC points to the TRAP instruction again. (Returning now would result in an infinite loop.)

MOVEA is like MOVE, but used when the destination is an address register. Since A0 points to the stored PC, (A0) is the stored PC itself. After the move, A0 equals the stored PC. The second move is Word-sized, affecting only 16 bits of the destination. The word at the stored PC was the opcode for TRAP #0; now it's BKPT #2.

RTE is Return from Exception; it deallocates the exception stack frame and restores the previous state -- except as modified by the exception handler. The PC once again contains the address of the TRAP instruction, but now that address contains a BKPT instead. The next instruction step will execute the BKPT and initiate a system call.

To implement the write() system call, x68k reads three 32-bit arguments from the 68K stack: an integer file descriptor, a buffer address, and an integer byte count. It translates the buffer address from an emulated memory offset to a native pointer, calls the native write(), and sets D0 to the result. Then it acknowledges the breakpoint with the opcode for RTS (Return from Subroutine), so that control returns to the calling code.
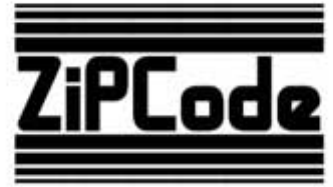
Finally, it's possible to be heard in the real world. Here's a sample user program:

```
main:
    PEA    12
    PEA    data
    PEA    1
    BSR.S  write
    MOVEQ  #0,D0
    RTS

write:
    MOVEQ  #4,D0
    TRAP   #0

data:
    DC.B   'Hello world\n'
```

PEA is Push Effective Address. It's similar to LEA, but instead of placing the computed address in a register, it's pushed onto the stack. We use it three times, to push three arguments onto the stack (in reverse order): a byte count of 12, the address of our string data, and the file descriptor (1 for standard out). We could have written MOVE.L #12,-(SP) instead of PEA 12, but that instruction would occupy six bytes instead of four.

BSR is Branch to Subroutine. It pushes the return address onto the stack before branching, so the called code should RTS instead of branching back. After write() returns (via the RTS supplied to acknowledge the breakpoint), main() itself returns, though not before clearing D0 (the result register), which becomes the program's exit status.

All told, Hello World in 68K assembler occupies 34 bytes, of which 12 bytes are data and the remaining 22 bytes are code, including the 4-byte glue for the write() system call and not counting the kernel.

That's all the space we have in this issue, but in the next one we'll implement our first Mac Toolbox trap, _SysBeep. (It's harder than it sounds.) Stay optimized!

--JJ

CODE HERO

FEATURE PART 2

This interview took place March 15th, 2012 at PrimerLabs, aka "the Hackerquarters," where Alex and the rest of the core Code Hero team live. He had just flown into San Francisco and was trying out a new iPad when he offered me a seat. Notes follow the interview.

--James Sundquist

Alex Peake at a gaming conference
Photo by Aaron M. Cohen

ZiP: *Your Kickstarter received a large number of patrons at the name-your-own-price level. Could you talk a bit about how that affected donations to the Kickstarter project and if those sales are still successful through your website?*

Alex: We've had the same model since before the Kickstarter. The Nine Inch Nails Model[1] is to pay what you want for different levels of Awesomeness. We offer significant improvements based on donations without turning people away. Trent Reznor had 25% [of downloaders] pay the first time and upwards of 50% the second. It was better options the second time that led to adoption. This model isn't just for the Kickstarter, but for anyone that wants to be crowd-funded. You want to use pledge rewards before making commitments to maximize your rewards.

Today a new game received funding: Wasteland II. We're seeing a repeat string of successes by very creative inventors of old-school games. We're an unknown company that received so much support, in large part because people really care about the concept of code literacy. Every journalist was excited and ran with the story. If you want an indie game with no track record to be able to reach that limelight, the key is for it to really matter; to have a story to tell. Maybe at first you are motivated to make a certain kind of game. In the case of Code Hero, we couldn't not be a cause. Look to our core design principle and not just marketing. The player's job is to become a code hero: transcend the game by creating your own and joining the maker community. Design choices pretty much made themselves. If you have a game which in and of itself is fun, you can think of ways to make your game a story.

The best way to get funding is to just make it and show people a demo of the best parts of gameplay. They'll get a taste and recommend it to their friends. Be sure to make the title on your Kickstarter include an awesome reason to fund so everyone who shares [the link] on Twitter sees your encapsulated idea.

Zx005A

ALEX PEAKE continued

They'll be twice as motivated to share since the title got their attention.

ZiP: *A couple investors have offered to pledge $10,000 in return for custom game scenarios and in-game advertisement. How has this affected your development in the last couple weeks?*

Alex: One of the investors at the **$10,000 level**[2] will help players with more money than sense learn about becoming entrepreneurs. There is twice as much risk raising money to complete your process. It comes down to making them into great mentors within the game. The chapters we're making are pretty much up to them. The narrative is driven by famous heroes and being challenged to go beyond what they've done.

ZiP: *That sounds a lot like the TED Conference wishes. "To give an idea and spark something beyond."*

Alex: Our team attended **TED Conference after-parties**[3], meeting a number of interesting people. They have these enormous badges, the most well designed I've seen, with enormously important titles like CEO or World Leader of some kind. If you didn't recognize them by their famous person face you could tell them by the reactions of the other people in the room. You can watch the speakers on the 'Net, but these are a large number of people able to change the world in the same room. It is a gathering of the rich, but they're willing to use their wealth to implement and back new ideas.

ZiP: *What kind of people reached out to you at the after-parties? Was it only people interested in coding games?*

Alex: People who care deeply about education. Going to TED parties was a great opportunity to test the waters with people of influence. It is heartwarming that so many cared quite a lot. We actually just got back from four conferences in a row. There was a

Discussing the TED Conference and afterparties:

"It is a gathering of the rich, but they're willing to use their wealth to implement and back new ideas."

cascade effect of people introducing us to those at the next conference that culminated in meetings at SXSW that will come to fruition before PAX [this year]. The meetings concerned seas of not just networking, but alliance building. It takes time for these things to be cemented, but if all goes well we'll be at a new office space with new major supporters – new sources of funding, new allies, an education space, and new team members – starting this Monday [3/19/12]. For someone who is turning 30 this very night, the culmination of a first 30 years of life work at all these parties is exactly what I hoped to be able to celebrate. We really have something to celebrate now- essentially all the opportunity and more than any project could have any right to expect- something the world deems necessary and we deem fun.

ZiP: *Code Hero is a game that reaches out to the world, but currently is only available to a US audience. Even in the last few days users are asking for language support. Where does this lie in priorities for the development time and on what timeline do you hope to implement?*

Alex: I can't give details of when language support will be released. I'm attending the Arab Womens Conference tomorrow morning and there are many other languages which I cannot yet announce that are significant. The world outside the US in some places is filled with people who have far less access to code. In Saudi Arabia I was initially curious if women who had not had the opportunity would be able

Alex Peake (left) with friends at the 2010 BIL Conference.

"Code literacy has become one of the great equalizing opportunities of the 21st Century."

to study from home. I met a game developer who informed me that teaching the women of Saudi Arabi programming would not be possible because of the cultural environment. There are, of course, women and men in Saudi Arabia who have taught themselves programming, and we hope to teach them game programming as well.

ZiP: *Are you referring to older, seasoned programmers with families?*

Alex: Yes, it could help them to further develop themselves and teach their families. The world needs code the same way families. The world needs code the same way it needs hope. The two are synonymous. Code is a tool to change the economy and people's creativity for the better. People are striving to improve their lot and develop their national educational infrastructure. Code literacy has become one of the great equalizing opportunities of the 21st century that, regardless of industrial infrastructure differences, is a great unifying technology. Anyone can learn and then bring their people closer to the world in terms of opportunities to inspire and communicate. I actually had a Saudi step father and would transcribe faxes for him growing up, not knowing someday I might have the opportunity to bring my childhood PC hobby of programming games to that country.

ZiP: *There seems to be some confusion from users on the best ways to communicate with the dev team online. Could you clarify the best way?*

Alex: Join the Code Hero Army on Facebook. Facebook chat allows for lively and direct communication. Community leaders maintain the pulse and answer user questions while we travel and code. You can also submit to our support ticket system and check out a **fan-created forum**[4].

ZiP: *Do you read the forum?*

Alex: I haven't yet, but the team has been answering questions on it everyday. I just got back to SF.

ZiP: *Does the ticket system cause a lot of redundancies in posts? You haven ft pushed a major update since November. What are you planning in terms of updates?*

Alex: We'll be delivering a major update before PAX aimed at bringing the game up to a level of polish and gameplay that will appeal to gamers not already interested in programming, or who haven't heard of us. We want to make sure that the game is genuinely fun enough to hold interest

Zx005C

ALEX PEAKE continued

while sneakily teaching coding in the process.

ZiP: *Your team has been taking on interns as well as team members. Are your interns helping with social media and coding as well?*

Alex: With everything. Sometimes it is making sure the place isn't a mess or getting groceries. The first challenge for interns who have mastered enough Unity programming is making new levels. This is a huge area for us to expand. The area you enter to fight Fiz boss, the very door, is a great example of Gavin as a beginner making something that helps create an awesome experience. We're probably going to have an SDK-type release for the interns to help build that content by experimenting with new levels and types of gameplay.

ZiP: *Would you also release code or an SDK to build up a modder community?*

Alex: Unity users are currently relying on independent builds. Allowing our users to use the in-game gun to build their own levels is something we're working on. In fact, when we play our own yet-to-be-released games modes without a code gun, we always want to go back to using the gun. You have to remember the games that came before. Games like Quake made the console something we take for granted. Console gaming has made the command line interface less prevalent, but even the recent eHalo: Reach f had a console version of their map editor released so fans could have an easier way to code than putting up with clunky controllers. Hopefully, the code gun and the prevalence of Unity will build on that tradition.

ZiP: *Do you have plans to port to mobile platforms such as Android or iOS? Would mobility on less comfortable platforms alter your methodology in terms of interface?*

(Alex loads up Code Hero on his iPad)

Alex: The game currently requires workarounds for dynamic executed code. In the future we should be

"We want to make sure that the game is genuinely fun enough to hold interest while sneakily teaching coding in the process."

able to use the multi-player methodology of a server processing and sending results to the client. We will also make use of dynamic code on Unity. Currently we can make this test gun work within HTML5, but not in the actual game. You can also use this in-game web browser with editable code. Notice the code is a lot harder to type on a touch interface, but adding custom rows of key symbols and auto-complete will help. The difficulty of typing on an iPad is not too different from aiming with a joystick; slightly less precise, but you can still get good gameplay. This is as far as we've gotten.

ZiP: *Anything else you'd like to include before we wrap up?*

Alex: We've recently spoken in Hamburg and Austin, TX about the connection between Code Hero and hackerspaces. Code Hero is, of course, a Noisebridge-related project as I've been developing it in the space since I was homeless and couch-surfing about 4 years ago. The purpose of Code Hero is to be a rabbithole to not just programming, but engaging with a global maker community. When you look at the sky within the game and see glowing cities of the world in lights, you're seeing a navigable map that players can explore to find real world-makers and hackerspace communities. Right now we're working on them as "makerhoods."

We've begun by highlighting a few makerhoods such that a player in the game can learn about these spaces by letting the spaces create their own presence within the game and even build a custom level with unique player challenges for that space. This will offer the maker community the chance to introduce itself and provide some control for the hackerspace community leaders to decide what kind of attention they want and how many people they're willing to expose themselves to. We'll provide the electronic equivalent of Lord Nikon in the movie *Hackers* who can greet prospective applicants with a cracked door and the question, "Done anything?"

Hackerspaces can challenge prospective players to demonstrate their interest in coding by accomplishing something in the game to prove they are on the path and will fully apply themselves to contribute to the community. Our game can not just bring a large number of people into the spaces, but it can also inspire them to become makers. Thus, the maker space becomes a place to find mentor-ship not just for beginners, but for true aspirants.

ZiP: Thanks for the interview and congratulations!

· · ·

> **"*Code Hero* is, of course, a Noisebridge-related project, as I've been developing it [in the space] since I was homeless and couch-surfing about 4 years ago."**

NOTES

[1]**Nine Inch Nails Model**: Trent Reznor successfully followed Radiohead in self-distributing the Nine Inch Nails album *Ghosts I-IV.*

[2]**10,000 Level**: A custom game scenario of your creation: Elite Founding Funder. You become a Code Hero character in the game who can teach millions of players in a custom game challenge designed with you as a part of our team. This is the ultimate interactive advertisement and soapbox for whatever you want to teach people about.

[3]**TED Conference**: Alex refers to the conference that took place in Manhattan during January, 2012.

[4]**Fan-created forum**: CodeHeroforum.net

OUR MEN WANT

VACANT HOUSES

ZINES IN REVIEW

BREATHING DEEPLY AND SLOWLY...

DO SEVERAL TIMES IN THE SPACE OF 10 MINUTES...

FINISH BY HOLDING HANDS OVER TUMMY FOR 1 MINUTE

TRANSVERSE COLON

ASCENDING COLON

DESCENDING COLON

DIRECTION OF MASSAGE

RECTUM

GROIN

XD (XerographyDebt) # 2012

Miloh brought this copy of **XD** back from the recent Anarchist Bookfair in our very own Golden Gate Park (April 1st), & I was happy he let me have it. It's a zine review zine, one of many unassuming heirs to the xeroxed paper throne of the late, great Factsheet 5. (A **zine review of a zine review zine**: is your head spinning or is it just the art on this page?) The reviews are preceded by short essays from regular XD contributors, all of which I enjoyed, most of all the one about spending a year or two in Germany. (I can't find my copy of the zine....) And due to the reviews, I now have 25 new mail-order zines to send away for. I may have to upsize my P.O. box.
                    -Tony Longshanks

enema haiku

**small big bang inside
eternity, my entrails
clean as a whistle**

ZLang------------->

Zx005F

ψ orothu kuagai

drew sam surb ardaam
ömilramöv ~ tae ornlüwing
gwör ung ü kyandiw

ZiP

Now Available as a Suppository!

Why I Love Noisebridge

by Justin Doerr

Justin justifies his love

10. It's open 24 hours a day, 7 days a week. While the rest of SF is fast asleep or hurling and urinating their alcohol contents onto the sidewalk, we're hacking the planet and blasting shitty techno music. (It still amazes me the neighbors never complain.)
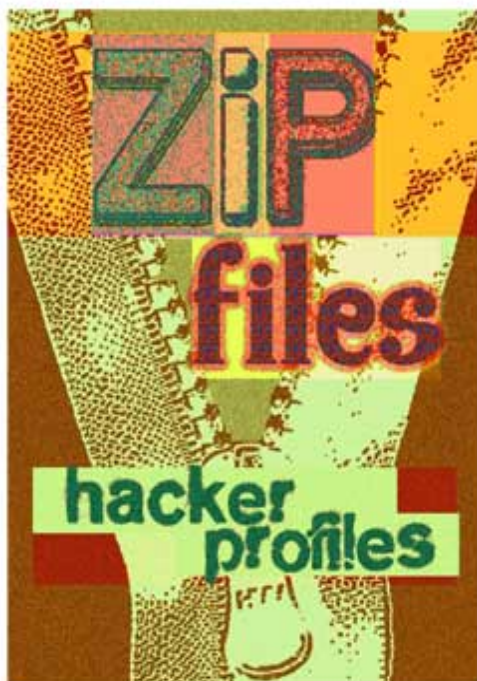
9. There are people here more sexually attracted to hardware components than to other humans. Hmm.... that might be the answer to my previously unresolved curiosity as to why so many individuals, myself included, have implored Katherine to complete her stun gun project.

8. There's always some random mysterious French lady to provide occult metaphysical advice in one very brief conversation that may cause an individual to experience a life-changing epiphany.

7. Nobody seems to be attentive enough to realize that the Internet, according to the laws of natural occurrence, manufactures ADD. Don't believe me? Search the words "internet" and "psychology" on Wikipedia. That is. if you aren't currently distracted by this article as well as adorable cat videos and Hipster Ariel posters....

6. Who needs a Tooth Fairy when there's a Pot Fairy?

5. Jorgen K. is an amazing cook. The way I've observed Jorgen preparing food is somewhat comparable to the way Dorothy Hamill ice skates: always a flawless performance. Judges?

4. I walk around wearing a dress, and nobody cares! I set fire to myself, and nobody cares! I take away the coffee pot from the coffee station, and...lots of people care. In fact, suddenly there's a flash mob of caffeine addicts bearing down on me. Yeah, I definitely learned my lesson.

3. This may be the one and only social setting I know of where the population is universally unconcerned with my astrological sign. FYI, I'm a Cancer, which implies that I'm a total nympho because I spread easily.

2. Since 95% of the Noisebridge population is attracted to women, every time a drop-dead gorgeous lady walks in, dead silence and heavy staring fills the room. On numerous occasions, I've witnessed individuals I consider among the most erudite in my acquaintance transform in an instant from egghead genius types to a bunch of drooling troglodytes exhibiting the same behavior as the chimpanzees in Jane Goodall's nature videos.

1. The only law at Noisebridge is "Be Excellent to One Another."

Editor's note: *As of March 2012, Justin Doerr has taken a sabbatical from Noisebridge to spend more time with his family.*

FRANCISCO
Hack: VINEGAR (TASTEBRIDGE)

VINEGRATION: The art of making vinegar. You won't find it in a dictionary, because it isn't officially a word yet—but I think it should be, and I know an excellent vinegrator. His name is Francisco. He hand-crafts vinegar from bananas, plantains, and other fruits native to his home country of Costa Rica. His glass vessels filled with vinegar-in-progress are a fixture of the Noisebridge kitchen. Recently he has begun holding workshops on "vinegration" at Noisebridge and other places as well. In March, 2012 I got to know Francisco and learn about his process, which is a traditional one carried over from Latin America.

By   TONY LONGSHANKS LETIGRE

ZiP: Is there a particular season for vinegar making, in Costa Rica?

FRANCISCO: No. You can make it any time of year. Depending on what fruit you are using, and if it is in season. But bananas and plantains are always available.

(Francisco gives a taste of banana vinegar to several visitors in the kitchen.)

GUEST 1: It has a really subtle earthiness to it that I love.

GUEST 2: (licking lips) Wow, I feel more awake! It has a complex flavor, like good wine.

FRANCISCO: Exactlyl It gets better with age, just like wine. I can make balsamic, too. Balsamic is a type of grape. It is aged in oak barrels, like wine. It can be aged anywhere from 1 to 100 years.

GUEST 1: I like it because I've had apple cider vinegar before, but this is something new.

F: I make this vinegar with plantains, too, and it's a little bit different...

He then prepared a taste test of bananas and plantains, as he was prepping a new batch of each for vinegration. I had eaten fried plantains before in Cuban and Salvadoran restaurants, but realized I had never eaten a fresh plantain before that moment. I expected it to be all but indistinguishable from the familiar yellow bananas, and was surprised to find that plantains have a different texture: more solid and less mushable inside. They also have a different flavor and a lovely, light pinkish-gold color. Why don't Americans go bananas for plantains the way they do for...bananas?

I said all this to Francisco as I thought it, and he smiled.

F: Tony, I am glad to hear you say this. I agree with you! I will tell you, the plantain vinegar is my favorite. Mmm, SO good.

GUEST 2: I haven't done much cooking with

vinegar. What do you use it for?

F: The banana vinegar I use to make salad dressings, and as the base of sauces. It's very good for making miso, the base of miso soup. It is good with soy, with rice & beans, and meat dishes. Or you can just drink a shot of it at night, after dinner—In Costa Rica, this is traditional. It's good for digestion, for your kidneys. The acids, they help to get rid of....

Z: To flush impurities out of your system?

F: Yes! And the vinegar is high in Vitamin C. It's good for you in lots of ways. You can mix it with tea - black tea, cranberry, iced tea, whatever. Or you can make kombucha: take a small amount of vinegar, add ice and whatever flavor you want, and sugar. Just a little vinegar for the kombucha, you don't want it too strong.

Francisco gave me a vial—a little glass bottle with hand-cut mini cork—of the plantain vinegar (a darker amber color than the banana vinegar) to take home that night. It was ready for drinking, having fermented 3 months or more. Once I tasted it, I understood immediately why it was his favorite. It had the expected sour, concentrated taste of vinegar, but not unpleasantly so. In fact, after a couple small sips—pausing in between to fully absorb and ponder the flavor—I was hooked. It's definitely something you only drink in small doses, but it has a potent magic to it that lingers on your taste buds and stays with you. I'm still remembering that taste now, 2 months later, wishing I had some more: a whole case of little vials filled with that tangy, amber-golden-brown liquid magic!

THE PROCESS, IN BRIEF

First step is choosing good fruit. The bananas must be very ripe—at the almost-too-ripe-to-eat stage you need for making banana bread—but not rotten. Francisco is very careful to wash and prepare all his produce before he begins. (Clearing a sanitary oasis out of the usually-less-than-pristine Noisebridge kitchen

sinks is an achievement in itself.) Most fruit with a high sugar content will make decent vinegar. Citrus fruits that are highly acidic, like lemon and lime, not so much. Watermelon, cantaloupe and other melons don't work well either. Francisco has made vinegar from apples, plums, pineapple, strawberry, cabernet sauvignon grapes & raisins, and nectarines (once). He is preparing to make fig vinegar for the first time: the figs are being dehydrated as we speak. He is not sure if oranges would work, but wants to try it. He suspects orange vinegar would require added sugar.

As a rule, Francisco does not add sugar or preservatives—nothing but the plain natural fruit itself in good clean glass—but he is always experimenting and trying new things.

F: This year, for the first time, I took pulp from grapes and pineapple and added sugar, to see how it will compare with the regular batch.

Besides fruit, all you really need to make vinegar is a wide-mouth jar or vessel and some cheesecloth or other filtering material to screen the top and keep out fruit flies and mosquitos.

F: I always use glass or stainless steel. This is OK, too [he points to a ceramic jar]. Some people use plastic, but I don't like plastic.

Z: How long does it have to ferment?

F: About 4 months, to get the full quality. I

could use it before that—as early as 2 months, if I wanted—but I like to wait for it to be the best. Four months is perfect.

On the first day, the banana vinegar mash is chunky, almost like banana bread mix. A few days later there is more liquid, separating from the chunky layer, which turns darker (looks rotten, but it's not). The darker layer continues to separate from the lighter colored layer. Francisco stirs or strains them regularly—on a more or less daily basis.

WHY NOT ALCOHOL?

"The fermentation process continues longer for alcohol," says Francisco. Vinegar is made by bacteria converting sugars into acetic acid, while wine is grapes converted by yeast into ethyl alcohol. Also, vinegar won't get you drunk.

Francisco does make potable alcohol, however—in the form of chicha, a liquor made from corn, formerly used by the Mayans and Aztecs for ceremonial purposes. He has been giving workshops on how to make chicha at the farmers market in North Oakland. (Google-search "Francisco Jimenez" and "chicha" and you'll find a slew of recent articles from Indybay, Oakland Local, Zvents.com, etc.) On Sunday, April 22nd, Francisco took part in Earth Day 2012 at the San Francisco Civic Center, giving taste tests and infospots for that sizable public event.

Z: What's the difference between vinegar and cider?

National Parks of Costa Rica

From Webster's New World Dictionary:
Types of vinegar include: cider, white, malt, beer, wine, tarragon, raspberry, beetroot, dilute, balsamic, rice, herb, fruit; see also ACID.

F: I am not sure exactly, but I think that cider is only apple. It may be the sugar. I know that here, a lot of your apple cider is, how do you say, more industrial than organic—the way it is made. My process is very organic, hand-made.

HACKERS IN COSTA RICA?

Francisco tells me about the fruits in his home country, and suggests I help him organize a hacker field trip there next spring. He is familiar with exotic fruits that most Americans have never heard of, let alone tasted.

F: In Costa Rica we have a dozen different kinds of mango, 5 kinds of avocado, at least 3 different kinds of banana…

I'm easily convinced. I am already conversational in Spanish; this would motivate me to become fluent. Costa Rica strikes me as an excellent choice of destination. Three words: TROPICAL RAIN FOREST. In addition, I happen to know that two species of ant I've been fascinated by since childhood are indigenous to Costa Rica: leafcutter ants (atta colombica), which practice agriculture and composting; and army ants (eciton burchelli), the scourge of the insect world, which form bivouacs of their clustered bodies, then swarm out into the forest attacking en masse everything in their path.

Francisco thinks we can fly round trip from San Francisco to Costa Rica for $700 or so, and he knows cheap places to stay. You could probably do the whole trip for $1000. So it's official: FIELD TRIP TO COSTA RICA, March, 2013! (March is summertime in Central America.) Run away to the rain forest while there's still a rain forest to run away to. I'm in!

Have a comment on this story, or want to learn more about the Costa Rica trip? Zipzine@riseup.net. GRACIAS, FRANCISCO, Keep up the good work!   --TLLT

FIELD GUIDE TO MUSH ROOMS OF NORTH ERN CALIF ORNIA

By

Resident Noisebridge Mycologist

ALAN ROCKEFELLER

CALIFORNIA CHANTERELLE
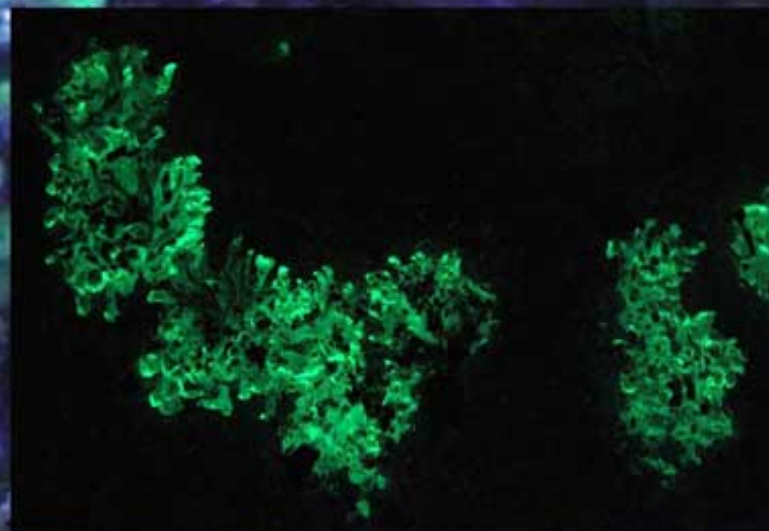**Cantharellus californicus**

This mushroom is the largest chanterelle in the world, and is highly prized by chefs. It is found under Coast Live Oak, and is not uncommon in the Bay Area. It can be distinguished by lookalikes due to its false gills, which are more like ridges or folds than actual gills.

This mushroom is in season now! (Spring 2012)

Panellus stipticus

This mushroom is being cultivated at noisebridge along the east wall near the DJ booth. It is bioluminescent and glows green. (*Image below.*)

Zx0064

ZiP files

hacker profiles

She was born in San Francisco, and has survived a Mormon upbringing, chronic joint pain, and the arctic boredom of Alaska. She likes candy so much she fashioned her prom dress out of Skittles wrappers, and is as sweet as can be herself She inhabits a mysterious corner of the hackerspace known as... THE

SEWING AREA

Interview by Tony Longshanks LeTigre

Editor's note: *The main portion of this interview took place as a conversation between Tony and Tatiana at Noisebridge following one of the ZiP02 planning sessions in March, 2012; it was supplemented by several phone conversations and emails.*

ZiP: *Does this space have an official name? I called it the "Sewing Nook" in the digital blueprint of Noisebridge I made for ZiP01. Is it an arts and crafts space, as well?*

Tatiana: People do always call it the Sewing and Crafts Area, but it's really just Sewing. This entire hackerspace used to be a sewing shop, like the floor below us, before the hackers took over. There were needles everywhere when Noisebridge first occupied the floor, I heard. Sewing needles.

Z: *I remember the first night I hung out with you here, when we played Scrabble-wocky. We both lost to Valerie, I believe. How and when did you discover the Bridge of Noise?*

T: I moved back to San Francisco last year [*2011*] in September or October, and I started coming to Noisebridge really soon after that. A lovely woman named Dana introduced me to the space. I was bored and had nothing to do, so I got involved with Food Not Bombs [*which serves a free meal every Thursday night at the 16th & Mission BART Plaza, 2 blocks away*]. That's what led me to Noisebridge.

Z: *I remember the night we played Scrabble, you wore a garment you made that I called a "sequindress." What are you working on right now?*

T: I am making a **pirate jacket**. It's almost finished, actually; I just have one part left to do. I've been working on it for 2, almost 3 months now. I gave up on it at one point, it was taking too long, and there was no explanation online for how to do it. But I expanded the pattern, and bought another suit jacket and cut it up and melded the 2 patterns together, and it looks like it's going to work.

Z: *Awesome. If it's finished in time, let's photograph it! But what exactly is a pirate jacket?*
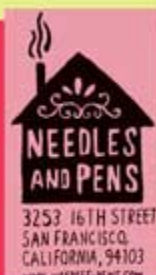
Sweet dress! Tatiana wore this self-made marvel to her high school prom. **Below:** The original Pirate Jacket design.

A HISTORY OF COSTUME

FIG. 395. FRENCH MEN'S DRESS, 1690

T: Well, pirate jacket is what I'm calling it. The pattern calls it a "Men's Justaucorps." It's basically a coat from the 1600s, but unisex now, of course. [*She shows Tony the pattern envelope, which he hands to Miloh to photograph.*] The pattern was found on the street by a semi-regular stitch woman from the Noise, i believe.

Z: *Wow. I predict when it's finished you're going to have other people asking you to make them pirate jackets, too. I might want one....*

T: (*Smiling*) We could talk about that.

Z: *Do you often sell your creations, or are they more for personal use? Do you have an Etsy store or anything like that?*

T: No Etsy store, they're more for personal use, but I have sold things before—I sold a costume. And my Skittles dress! The one I wore to my high school prom. You've got to see it...hold on. [*She logs onto her Facebook page and shows Tony the photo reproduced on the previous page.*] I have a blue Skittles skirt as well....

Z: *Spectacular! How long did it take to make that?*

T: That dress was surprisingly easy to work with. I bought 60 packs of Skittles...there were a couple tears, but luckily I had a petticoat and tube top underneath. I sold it through word of mouth. A young lady who was a friend of a friend wanted it. I sold it to her for $137, I think? I should've doubled the price, she said Yes so fast....

ZiP reporter **Adam Engelhart** chimes in with a question: *Tatiana, what's the best way for people to get involved with fabric hacking here at Noisebridge?*

T: We have a workshop every Wednesday night from 6 to 10pm. It's called **SCoW**: Sewing and Crafts on Wednesday.

Z: *Besides candy wrappers, what are some of your favorite materials to work with?*

T: Bubble wrap! It's so cheap and recyclable and widely available. I bought 2 or 3 big rolls of pink bubble wrap when I lived in Boise, and made a dress out of it. And I have this big Bible from the Victorian era that I got at the library bookstore. It's from the period in the 1870s when women were building the Temperance Movement and pledging people to abstain from alcohol. It's what grew into Prohibition in the 20th Century. Anyhow, I thought I should make a ball gown by sewing all the pages together—because the Bible, you know, has a lot of pages. So that's another work-in-progress.

Z: *When and how did you get into sewing and seamstress work? Did you learn from your mother?*

T: Mormon women do a lot of sewing, but I didn't learn it from my mother: she died of AIDS when I was 8 years old, and I have no memories of her. I was raised by my older brother's father from the age of 3. But one of my mother's friends was a stripper, and she babysat me all the time, and she had the best dress-up clothes. Feather boas! Lace! Tiaras! Sheer robes! High heels that light up! She gave me my first sewing lesson, and after that I mostly learned on my own, while sometimes absorbing knowledge from other Mormon mothers, as well.

Z: *Brilliant. So you were born here in the City, but mostly grew up in Alaska, is that right?*

T: We moved to Alaska when I was 9. Wasilla—it's the town Sarah Palin is from.

Z: *Oh, wow. I'm glad to know there are much cooler people than Sarah Palin in that town. How is Alaska? I picture it beautiful, like a postcard, with glaciers and gleaming white mountains and polar bears and eskimos seal-hunting beneath the midnight sun....*

T: You'd be disappointed by Wasilla. It's cold, and damp, and gray. And People don't care about the environment. Nobody recycles up there. They burn their garbage—plastic and all. Alaska is not beautiful, not the part of it I come from.

Z: *Jeez, that's disappointing. So were the kids in high school mean to you for being such a....unique individual?*

T: Actually, the kids in high school *loved* the way I looked and they were really, really nice to me about it. I was prom princess the year before I made the Skittles dress.

Z: *And when you graduated you moved back to SF?*

T: Nope—Boise, first, when I was 18, for 9 months. Then I moved here late last year, when I was 19. I live in Oakland. [*She explains that she shares a house with several prominent Noisebridgers, and commutes into the City via BART.*]

Z: *Yay! So how many people, yourself included, regularly work here in the Sewing space?*

T: Let's see...[*She counts out loud to herself and names somewhere between 5 and 10 people*]...Those are the ones I know who are regular, then there are lots of other people who come in occasionally. More people are coming to work in the Sewing Area now, so it's getting more diverse. And we have this great new centralized location, now, which is great. [*She refers to the recent rearrangement of the space which moved the Sewing Area to the far end of the Hackitorium against the West wall.*] It makes me incredibly happy to see the space growing and new people using it. Except sometimes I want privacy,

Left: Cover image of Tatiana's favorite fairy-tale book.

Z: Nice. I'm reading a really funny and informative book that covers all of literature from the Ancient Greeks to the postmodern era—it's called The Western Lit Survival Kit—*and I just read the section on Russian novelist Alexander Pushkin. Did you know that Tatyana - with a y instead of an i - is the name of the heroine of Pushkin's novel* Eugene Onegin?

and that can be difficult....

T: I did not. Thank you for giving me some Tatiana trivia that I didn't already know.

Z: I bet. Are there guys who work here, too, or is sewing still a predominantly female sport?

Z: You're still very young—what are your long-term plans at this point? Do you want to turn your sewing and designing work into a career, or is it more of a hobby?

T: The ones who do tend to not be straight. And actually, the women who are regulars here that I know, myself included, tend to be bi or lesbian also. It's interesting....

T: (Nodding emphatically) I want to learn how to sew a lot, I want to work, I want to make tons of really pretty clothes—party dresses, awesome belts, hats. But I'm mostly self-taught and I need to learn more. I need to be able to sew really well.

Z: Yes! And that reminds me that "sewing circle" is an old-fashioned euphemism for a lesbian gathering, from the days of early Hollywood. There were so many of them—lots of the biggest stars. Queer culture appropriated the term, I guess, because "sewing circles" for charity were a convenient way for women to hide their real reason for gathering—back in the day when it was impolite to acknowledge that gay and lesbian people exist.

Z: Are there schools in the Bay Area that could help you with that?

T: I think there are, but I haven't looked into it too deeply because I'm probably going to be leaving San Francisco. The cold, damp weather here is miserable for me—my joints ache, I'm always sick. Sometimes it's so bad I can hardly walk a block without the pain being too much.

T: I did not know that.

Z: I didn't realize that. That's awful. Was it better in Alaska?

Z: Back to sewing: you mentioned that more people are using this space now. Do you feel like you have adequate resources—equipment and supplies—to make your projects happen the way you want?

T: No, Alaska is damp too, I was sick all the time there. But it all went away in magical Boise....

Z: So you're going to move back to Boise?

T: (Laughing) Well, this is Noisebridge, so you know how it goes. We have two industrial sewing machines, but only one of them works, and....it has problems. I can do a little bit of work on it and then it jams up. It's old and has a wiring problem. Lovely Sylvana [*another one of the Sewing regulars*] asked for money for us at the last Tuesday night meeting. Hopefully we'll be getting more sewing machines soon, or we'll get the ones we have repaired. They all need new surger blades, or the surger blades need to be sharpened. The plotters are supposed to be able to print patterns that we can use, too, so that'll be great if we can get them working....

T: No. Well, I'm not sure. I have to find a new place....

Z: Don't leave San Francisco! We'll work something out. Surely the doctors can do something. Won't you miss all this [Tony gestures grandly at the hackerspace surrounding them] *if you leave?*

(They get onto the subject of books and literature, and Tatiana tells Tony about her favorite fairy tale.)

T: (Sighing) I love it here, I love San Francisco, but the weather here doesn't love me. Anyway....I haven't decided yet. Who knows.

Z: Well, I've really enjoyed talking with you, Tatiana. Thank you for being you.

T: Tatter! *Tatterhood and the Hobgoblins.* It's a Norwegian fairy tale that I've loved since I was a kid. There are a bunch of different versions of it. I have a really nice one by Lauren Mills with amazing illustrations, and another by

T: (Smiling) My pleasure.

*　　　*　　　*

And now the Shocking, Tragically Gruesome, Uncensored, Never-Before-Seen, Violently Bizarre, Stunningly Unbelievable, Best-Selling, Immensely Profitable

TRUE STORY of..... # THE NOISEBRIDGE LOGO

by Tony Longshanks

This cheerful insignia on the left is the one we all know & love. Aestetix told me in IRC chat that a fellow named Steen, aka mediapathic, designed it. I tracked down mediapathic (who is in his own words "a rare find at Noisebridge these days") to verify that info: a good habit of mine from the journalism days. He wrote me the SHOCKING TRUE CONFESSION below!

BLOODCURDLING!

MACABRE!

http://mediapathic.net:

"The base Noisebridge logo, the circuit diagram thing, was designed by some fellows known as the Quilted Co-op [http://quilted.coop/], about whom I know very little. What I did was take that and add the circular elements and text to make it a bit more coherent and give it more the sense of a brand. So if you're going to give it credit, I would say something like "Noisebridge logo by Quilted and mediapathic." At this point I kind of feel it's an equal ownership, but, you know, it's all CC-attrib as far as I'm concerned. There is quite a bit of history and loads of irrelevant information on the wiki at *https://www.noisebridge.net/wiki/Logo.*"

But the Freakishly Deformed Truth is Even More Tragically Shocking....
THERE ARE OTHER NOISEBRIDGE LOGOS AS WELL!

The alternate logo above, titled "Typing Over the Rainbow," was designed by Jonas Frankki & Jake Appelbaum.

ANOTHER ADJECTIVE THAT MEANS 'GRUESOME' OR 'SHOCKING'!

Let's not forget the chillingly perverse & terrifyingly real PISSING PONY (mistakenly attributed to Alex Peake in ZiP01). "Michael from GRL" designed it, according to the wiki. We don't know what that means, but we hope Michael is serving time for his grisly atrocities!

These 2 logos (left and below) were mercilessly designed & executed in cold blood by "Noahbalmer." (We're just taking this off the wiki page)

PERVERSE!

 NOISEBRIDGE

Zx0068

HACKER Horoscopes

...I want to believe...

Pisces Feb 19 - Mar 20

Your significant other might be a little stiff to you today. Wash your pillowgirlfriend's case.

Aries Mar 21 - Apr 19

You radiate high energy at all times. Ground yourself properly when working on that PC, and stop shocking the cat's nose, he doesn't like it.

Taurus Apr 20 - May 20

Look for alternate solutions to problems this week. Instead of rebooting the router, try smashing it with a hammer.

Gemini May 21 - June 21

Your evil twin is plotting against you, taking the disguises of those around you. Trust no one. Especially not that guy across the table. He's obviously up to something. Kill him before he kills you. Then take his iPod.

Cancer June 22 - July 22

The office cleaning lady will accidently throw out your dying plant. To avoid being sad, try a new activity, like cleaning your keyboard, or taking a walk to the kitchen.

Zx0069

Leo July 23 - Aug 22

Try to be a more active listener to those around you. Is their laughter with you or at you?

Virgo Aug 23 - Sep 22

Be proud of your sharp analytical ability, but be careful how you implement it; asking for that well-deserved raise might be a little harder after you make your boss's wife cry at a company outing because she can't convert from Celsius to Fahrenheit.

Libra Sep 23 - Oct 23

Your delicate sense of aesthetic will go over well in the upcoming design pitch; unfortunately, you'll lose the bid after you bend over to pick up your pen and your vintage designer skinny jeans rip down the crotch, in front of the whole corporate marketing team.

Scorpio Oct 24 - Nov 21

Your girlfriend will kick you out of her apartment for cheating on her again; remember to take back all the keyloggers and spy cameras you hid in her place BEFORE starting that argument.

Sagittarius Nov 22 - Dec 21

Congratulations! Your hot new startup is about to be VC funded. Pop your collar a little higher and celebrate, you've earned it.

Capricorn Dec 22 - Jan 19

Meet all your upcoming challenges head-on. Although, playing chicken with the UPS truck might not be a wise idea.

Aquarius Jan 20 - Feb 18

Things will be good for you, then they will be bad, then they will be good again, then they will probably be bad again, then your laptop will get stolen. At some point in the future, you will die.

Zx006A

AFJ!

BY TONY LONGSHANKS LETIGRE

From the Jargon File:
AFJ / / n.
Written-only abbreviation for "April Fool's Joke."
Elaborate April Fool's hoaxes are a long-established
tradition on Usenet and Internet; see kremvax *for*
an example. In fact, April Fool's Day is the only
seasonal holiday consistently marked by customary
observances on Internet and other hacker networks.

ZiP CHAPTER 2 WAS SUPPOSED to be released April 1st, but that was just an AFJ. Ha, ha, *gotcha!* Good one, yeah. Truth be told, I was at Noisebridge, along with several other ZiPPers, on Sunday April 1st, trying to get this beast of a mega-zine polished off. (It is Wednesday, April 18th as I type this, and I'm still trying to polish it off.) I regret to say that the rich tradition of April 1st - All Fool's Day, shall we call it? - as a hacker holiday went largely unobserved among the Noiseoisie, based on what I witnessed that day. So far as I am aware, no one rose to the occasion with a whopper of a practical joke, or even a well-executed series of minor but clever pranks. (I came up with an excellent idea on my way to the Bridge that morning that involved the abduction of Hipe's HIPSTER bike, but he ruined it by arriving at the space before me, and I ruined it on top of that by telling him the idea the second I walked in the door.) This might be taken as further evidence that we hackers are a dwindling tribe, the palest shadow of our fabled predecessors, whose exploits and achievements will forever cement our inferiority complex from their unassailable perch in the pages of the Jargon File. What have we to compare with the masterful, Rube Goldber-

gian jests and capers immortalized in those cruel yet indispensable pages? Kremvax. (Oh, that's rich!) The 1982 Harvard-Yale football game hack by MIT. (A marvel of ingenuity!) Naturally, the spirit of "playful cleverness" that RMS has isolated as the defining trait of a hacker - more so than writing code, at least I hope so - lends itself well to conceptual humor, and it is hardly confined to AFD. By the same token, practical jokes and hoaxes are not the exclusive province of hackers. Frat boys are said to be fond of them - although theirs tend to involve a lot more liquor and illicit sexual behavior, and somehow they don't sound as fun to me. It should come as no surprise that the English, arguably the funniest people on Earth, are fine purveyors of practical jokes. One of my favorite examples is the Dreadnought Hoax, carried out in 1910 by Horace de vere Cole and several young members of the fledgling Bloomsbury Group. They hoaxed their way onto the champion warship of the British navy, the Dreadnought, by pretending to be a troupe of royal dignitaries from Abysinnia (now Ethiopia). This photo shows them in full costume and makeup. The bearded Abysinnian on the far left is a young Virginia Woolf, a major literary inspiration of mine. You may know she drowned herself during a fit of insanity, but did you know she had a sense of humor?   —*TLLT*

Zx006B

FIELD GUIDE TO MUSHROOMS OF NORTHERN CALIFORNIA

A SAMPLING

by

Alan Rockefeller

(Resident Noisebridge Mycologist)

MUSHROOM IDENTIFICATION can be difficult at first, but with a bit of practice you can successfully identify nearly any mushroom you find. Mushrooms are grouped by spore print color, so knowing that information will help you narrow down the possibilities.

To make a spore print, take a fresh mushroom cap and leave it overnight on a sheet of tinfoil. In the morning, there will be a spore print from dropping spores. The spore print color is usually the same as the gill color in mature mushrooms. In younger mushrooms the spores have not matured yet so the print will usually be a different color than the gills.

Other things to take note of are the color of the mushroom, whether or not there is a ring on the stem, odor of the mushroom, and taste. There are no mushrooms so toxic that you can not taste a bit and spit it out to get the flavor.

A good way to identify mushrooms is to use a key. A key asks questions about your mushroom, and if you answer them correctly it will lead you to the mushrooms name. A good online key starts here: *http://www.mushroomexpert.com/major_groups.html.*

MUSHROOM RESOURCES

http://mushroomobserver.org – An open-source mycology database. You can post pictures of mushrooms and the other users will vote on what you found.

http://www.mushroomexpert.com – Has lots of information on identifying mushrooms, including descriptions of most species found in North America.

What To Do in a Mushroom Poisoning Emergency

- Throw up
- Go to the hospital

If poisoning symptoms start in 6 hours or less, you will probably be OK without medical care. If you feel fine for 6 – 24 hours, then get sick, you have probably eaten a deadly mushroom and should go to the emergency room immediately.

There are no short cuts for mushroom identification – you need to figure out the species, then look that up to see if it is toxic. **There are a few rules:** for example, there are no dangerously toxic mushrooms that have a jet black spore print. All mushrooms which have dark brown or black spores and stain blue where damaged are nontoxic and contain the hallucinogen **psilocybin**.

NOBAMA

BY GLAMORTRAMP

POLITICS ARE DREADFULLY DULL, but there's no escaping them — not in an election year. Some of my liberal friends whom I suspect to be registered Democrats get their tits in a fearsome twist when I criticize our good-looking half-black president. "Better than Bush" is good enough for them, I guess; it's the "Lowered Expectations" model of presidential politics. I'm not going along with the general cave-in, though, and neither is Richard Stallman. There's a quote at the very top of his webpage (stallman.org) that is most apropos: "In the 70s we had a word for politicians with Obama's track record and platform: *Republican.*"

Stallman has endorsed Jenn Weinstein for president. I haven't endorsed anyone, because frankly I haven't been paying much attention. I don't really care who wins, because I know it's not going to be anyone I really believe in or want to be president, and I'm through with the "lesser of two evils" mentality, as of the last election and its result: the Obama Disappointment. I almost wish Mitt Romney or someone even scarier *would* win the coming election, because there is an insidious veneer of tranquility to the Obama presidency that obscures the passage of such legislation as NDAA, which continues to bring U.S. closer to fascism. Maybe we need a raging sociopath like Nixon in the White House, and a draft, to galvanize more than just the 1% of Americans actively involved in Occupy Wall Street so far.

If I do vote in the next election, I will probably cast my vote for the Green Party presidential candidate (remind me to look up who that is), because the Green Party platform seems closest to my own political beliefs. (If the Greens had won the last election here in San Francisco, Terry Baum would now be mayor instead of Ed Lee. Imagine: a mayor who opnely advocates squatter's rights!) Whether he or she has the merest chance of victory or not is not my concern. My duty —and yours—is simply to vote for the candidate you most want to win, not the one most likely to win. That's not "spoiling," it's refusing to compromise in a situation where we can't afford to lose any more ground than we already have.

NICO'S TACOS

By ADAM ENGELHART

I FOUND OUT ABOUT NICO'S TACOS through unusual means: I was in the general proximity of the Noisebridge laser cutter* as the owner of this establishment happened to be laser-engraving signage for her place. But all is grist to this journalist's mill, so I got Leanne's card (that's her name: Nico's is a *nom de taco*) and stopped by a few days later.

It's a cute place, and fits right into North Beach, cheek-by-jowl with the Italian joints and bars that define the neighborhood. Nico's is a taquería, though, as the luchador masks displayed on the walls make clear. And its specialty is fresh, California-style taquería cuisine: nice green stuff that won't leave you overstuffed.

I wasn't very hungry when I came, which I regret—I just had the one (beef) taco, but it was good enough to merit coming back. The beef was tender and flavorful, and the accompanying "guerilla sauce" woke things up nicely without overpowering. I'm not much of a fan of coleslaw, but Nico's "California Crakslaw" was crispy and tangy and way more interesting than the lukewarm iceberg pulp one usually encounters.

Leanne informs me they've got a "seven-layer sauce challenge" in the works, which will involve an entire suite of sauces they're making, at least one of which will be made with ghost chili peppers (one of the hottest peppers in the world at over a million Scoville SHUs—for comparison Tabasco sauce runs about five thousand, and pure capsaicin about 15 16 million).

It's a bit far from where I'm working these days, but it's worth the trip. In fact, I may not even need to make the trip, if I get a job with an outfit that takes advantage of their newly-launched catering service (including "Live! Taco Bars"). I've yet to try that, but it should be excellent if it holds up to Nico's existing standards. I can't wait to see how the Crakslaw and guerilla sauce sets off a burrito.

RECOMMENDED.

Find **NICO'S TACOS** *in San Francisco's North Beach at* **1310 Grant Avenue**, *between Vallejo and Green Streets. http://nicostacossf.com/ . Happy hour is 3-6pm: two street tacos and a PBR for a Lincoln (and I mean $5, not a penny, you wiseass).*

by VONGUARD

JUST WHAT, exactly, IS the Museum of Art and Digital Entertainment [MADE]? If you've been at Noisebridge long enough, you may know that I am something of a digital archaeologist. Since working at a nonprot computer recycling center in Berkeley for 7 years, I've developed the ability to identify a VAX in a pile of junk from distances over 300 paces.

That skill benefited me greatly in 2008,

when I discovered a parcel of unreleased videogames at the Laney College Flea Market [http://www.gism.net/roms.zip]. Among those games was the unseen, unreleased "Cabbage Patch Kids: Adventures in the Park" – a port of a Japanese MSX game "Athletic Day."

It was a platformer, it was cheesy, and it was totally unknown to the Atari community. It was such an incredible nd that I decided to start a videogame museum so that the chips would be preserved for all time. The MADE got its nonprofit status in August of 2010.

Fast forward a few months, and we exhibited at the Game Developers Conference and launched our Kickstarter campaign. By October 2011 we had our space in Oakland [address below], and we'd gathered our volunteers.

In November 2011, GAMEPRO Magazine ceased publication after more than 20 years. The MADE received a massive donation from GamePro, consisting of their entire games archive going back to the Nintendo Entertainment System [NES]. The acquisition of this archive quintupled the size of the MADE's collection overnight, and included super rare games like "Air Cars for Jaguar" and "Super Noah's Arc 3D" for SuperNES.

So, what have we been doing since we opened, 6 months ago? We've been hosting free programming classes for kids every Saturday, and free fighting game tournaments every Tuesday. But we've got an awful lot more going on than these two recurring events.

In March of this year, Saturday mornings also became the time when the Interactive Fiction club meets. These guys show up around noon and spend their time playing a text adventure together on the projector. We're hosting indie developer co-working days: Tuesdays, Wednesdays and Thursdays from 2 PM to 8 PM, though the devs only show up on Tuesdays so far. We're hoping to turn Thursdays into Unity developer co-working days soon.

On April 1, we hosted our first 24-hour game jam. This event ran from March 31 to April 1 and featured nearly 50 developers in the space, coding brand new games. At the end of 24 hours, we voted on which games were best. Visit *http://www.themade.org* for the results. And we are hosting another 24-hour fundraiser from Friday April 27 to Saturday the 28th: a gameplay marathon to raise money to keep the MADE open. We're going to see how many games we can beat in 24 hours, and ask for donations on a per-game basis, similar to how the AIDS Walk works.

We're always in need of volunteers, and our internal planning meetings are open to everyone; they're on Wednesday nights at 7 PM at the MADE, 610 16th Street, Suite 230, in Oakland.

-VONGUARD

Zx006F

Review: David Graeber's FRAGMENTS OF AN ANARCHIST ANTHROPOLOGY

by Martin MacKerel

You will not find a clear, succinct, well-argued thesis in "Fragments of an Anarchist Anthropology", a medium-length (105 small pages) pamphlet written by David Graeber in 2004 in the fading glow of the "anti-globalization" movement. Instead, it's messy, thought-provoking, and full of fertile questions. You will find the raw material for much of Graeber's later work, and, perhaps, some jumping-off points for your own.

Professionally, Graeber is an anthropologist, but he is also an activist and an anarchist. This provides him with a unique combination of viewpoint and authority. As he writes, "anthropology is particularly well positioned to help" inform a social theory that "self-consciously [rejects] any trace of vanguardism ... the practice of ethnography provides ... a very rough, incipient model of how non-vanguardist revolutionary intellectual practice might work."

"Fragments" provides an outline of ideas for a radical anthropology, a research agenda of sorts for theory to further human freedom. Graeber has subsequently fleshed out some of these ideas; his five-paragraph analysis of the link between power and ignorance is the springboard for his 2006 essay "Beyond Power/Knowledge". And many of the ideas in "Fragments", such as the heterodox view that "modern capitalism is really just a newer version of slavery", are developed further in his recently published book, Debt: The First 5000 Years.

On its own, "Fragments" holds a backpack full of intellectual Molotov cocktails. We're used to thinking of counterpower as the part of society that resists an existing oppressive establishment. Graeber posits the rather radical thesis that this countercultural force is present even in societies that lack such an oppressive establishment. In those cases, it exists in opposition to the emergence of a state or similar entity. Using several examples of tribal people (Piaroa, Tiv, Merina/Malagasy), he shows the way this potential threat is projected by the natives onto the universe and elemental forces; that is, translated into their cosmogony in the form of witches, demons, pestilence, and all manner of spectral forces. He terms this realm of myth and symbolic violence "imaginary counterpower".

Graeber also opposes the notion of rupture integral to our idea of revolution, and explores the possibilities of non-confrontational revolution, based on his research in Madagascar. He interrogates the military origins of majoritarian democracy. He postulates the need for an anarchist anthropological theory of the state, pointing out the curious "dual character" of the state: blatant extortion on the one hand, utopian project on the other. (A similar statement could be made about capitalism.) He treats us to an understanding of all societies as constantly in flux, never fixed in form or values.

This project rests on a recognition of the similarity of our society and "primitive" ones: "Not only do industrial societies still have kinship (and cosmologies); other societies have social movements and revolutions." This is part of a contemporary strain of thought that looks to diverse, indigenous societocieties for revolutionary inspiration. Anthropology has provided much of the raw research for this thought, and "Fragments" is a call for anthropologists to more consciously use their knowledge in the service of building a better world.

--MM

"Does an anarchist have an antistate gland instead of a prostate gland?"

--Richard Stallman

Hacker Crossword Puzzle

Clues

DOWN

1. The first CMS we tried for the ZiP website, before reverting to Wordpress
2. One of the first videogames, released by Atari in 1972
3. Sounds like dessert
4. ___syntactic variable
5. ___ the World!
6. Where Commonwealth Hackish is spoken
7. The first source-portable OS
8. A 'Real Programmer' remembers every binary _____ for every machine he has ever programmed (so says the Jargon)
9. Plural of 'mongoose'
10. Magnifying adjective; also a bald musician's name
11. When a new plot development affects the back story, it's a _____
12. Upgrading your ___ can make your computer run faster
13. is not Unix
14. *Tengwar* is an ___-abet
15. Stallman's favorite pet
16. EMACS is a text editor with an entire ___ system inside it
17. One of the Languages of Choice
18. To extract music digitally from a CD
19. Wonder___ took place at Moscone Center South in San Francisco in March
20. 1st part of HHOS

ACROSS

1. Cap'n Crunch whistler
2. Impractical, unrealistic, and German
3. Your "average" programming language
4. To get someone's attention you ___ them
5. One of ZiP's antecedents
8. Mac equivalent of Windows
9. Where your computer rests
10. It spawned cyberpunk
11. Classic '90s feminist zine; also the name of a kickass sport
12. Step down from giga
13. To search rapidly by scanning
14. Ferris Bueller + *War Games* =
18. The Droste Effect refers to something that is visually _____
20. Who needs decimal when you've got ___?
21. Means "kidding"
22. Precursor to the Internet

You May Wish to Consult Your Jargon File For This........

Zx0071

Hacker Crossword Puzzle
Clues

You May Wish to Consult Your Jargon File For This....

DOWN

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15. Stallman's favorite pet
16. EMACS is a text editor with an entire ___ system inside it
17. One of the Languages of Choice
18. To extract music digitally from a CD
19. San Francisco's Moscone Center hosted both the GDC and Wonder___ this past March
20. 1st part of HHOS

ACROSS

1. Cap'n Crunch whistler
2. Impractical, unrealistic, and German
3. Your "average" programming language
4. To get someone's attention you ___ them
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----------->

ACROSS continued

11. Classic '90s feminist zine; also the name of a kickass sport
12. Step down from giga to search rapidly by scanning
14. Ferris Bueller + War Games =
18. The Droste Effect refers to something that is visually _____
20. Who needs decimal when you've got ___?
21. Means "kidding"
22. Precursor to the Internet

(3 Across is sort of a joke)

The answers to the hacker crossword puzzle will be posted any day now at
http://zine.noisebridge.net/zip/crossword

X: 0.0000
Y: 0.0000
Z: 0.0000
1: 0.0000

Life's a Bitch....
But I wouldn't say that to her face!
-TLLT

0.50
-0.00
0.50
-0.05
0.55
0.50

Zx0071
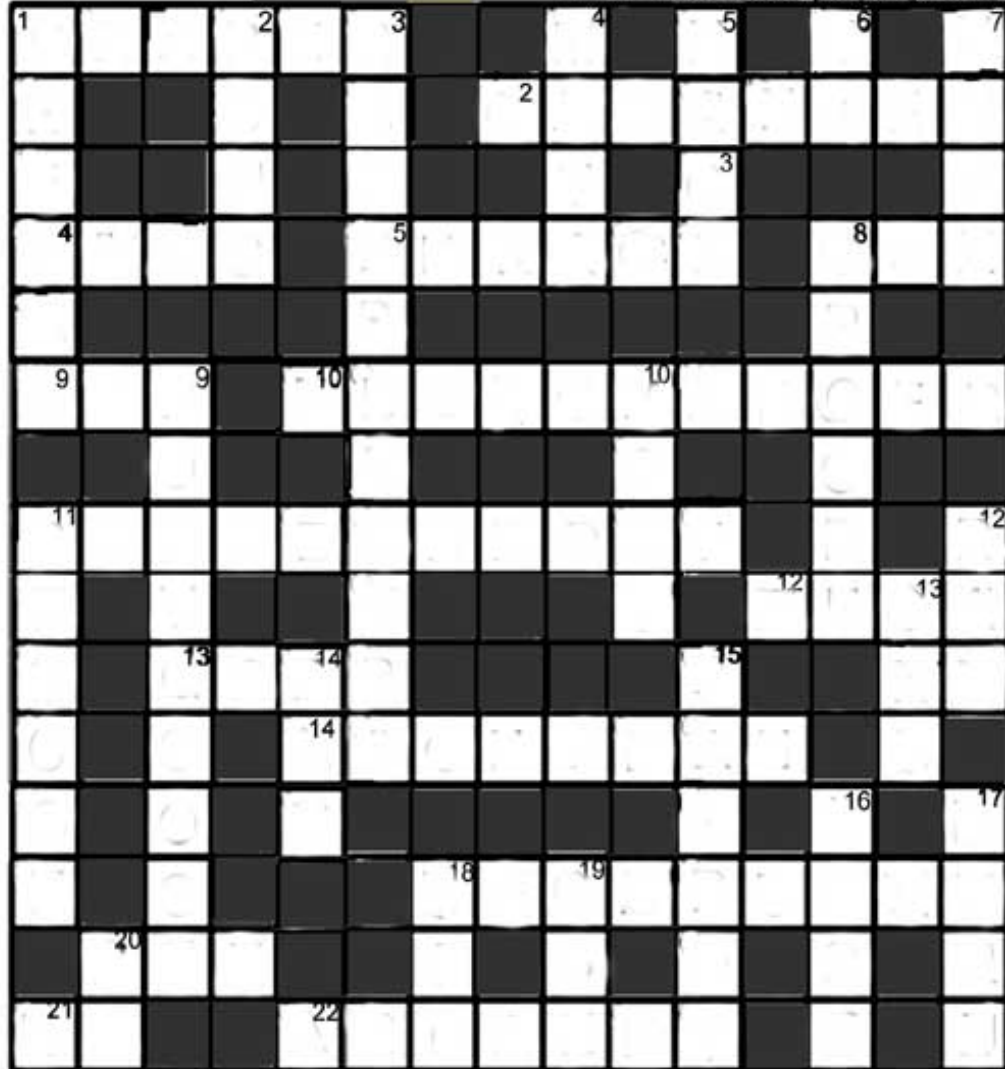
The
Pirate Party International

THE SACRED
CHAO

The Sacred Chao
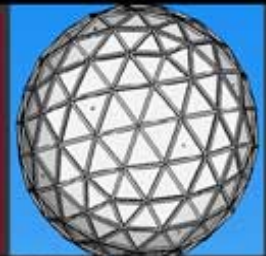
And CONSENSO, the
Noisebridge Oracle!

Crossword puzzle answers will be posted in late April at
http://zine.noisebridge.net/zip/crossword

"I should start a torrent site called
'LegitimateMeans.' That way, when
people ask 'How did you get this
software?' you can answer,
'I acquired it through
LegitimateMeans.'"

--ABE

Zx0072

When I Go to Minnesota

When I go to Minnesota
Along perforated lines
That cross the country
Toward your arms
And your embrace....

I'll forget so many things
But not the way to pull your name
Apart from strings
Miscast by strangers,
For keepsakes.

They don't know you,
Your forsaken youth,
Your anti-Semitism,
Or that you smoke,
Or why your boyfriend left you.

How they'd crumble --
To awaken --
To a true you.

So as your memories linger on
A driving force to everything
They'd wished extinguished
From their conscience
And their dreams...

Remember: you're not everything

So when I go to Minnesota,
With distractions in my head,
I'll take for granted
What you gave and took away...

And like I know that God is love,
It's He I'll think they're dreaming of,
Instead of you,
A piece of Him,
For now misplaced.

--Valerie Shields

shieldsvalerie@gmail.com

Zx0073

You see more when you walk than from a sightseeing bus.

But in a strange city you can easily lose your way.

Then you just ask somebody for directions.

Excuse me, how do we get to Continental?

Go straight ahead until you past office.

If I am not for myself, who will be for me?

CONTRIBUTORS / ACKNOWLEDGEMENTS

PASSPORT
PASSEPORT
PASAPORTE

UNIVERSE · MILKY WAY · SOL · 3RD PLANET

Type / Type / Tipo   Code / Code /
P

Nationalite / Nacionalidad   from

ZINE LANDER, GL@MAR

Date of issue / Date de délivrance / Fecha de expedición
10 Aug 2011

Date of expiration / Date d' expiration / Fecha de caducidad
NEVER

If I am only for myself, what am I?

If not now, when?

On the first of July a new ZiP will appear (we promise to try) for the 3rd time this year

Possible features/ themes for ZiP03:

1) KINK.COM
2) CRUEL SUMMER
3) QUEERISMA/ NOISEBRIDGE COMES OUT OF THE CLOSET
4) REFLECTIONS
5) EARTHQUAKES ARE HOT / SEISMIC LIBERATION

No, You Are Not Horizontal

ZiP MegaZine

WHAT KIND
HACKE

Zx0074

ADVANCE PRAISE FOR ZIP02

"A baffling cacophony of awfulness."
-Guy Woebegone, THE NEW YORK SLIME

"I've read better prose on a restroom wall!"
--Mary Prangster, SAN FRANCISCO CHRONIC-ILL

"If this qualified as literature, it would be banned.
If it was an alien, it would be deported.
If it was a horse, I'd have to shoot it. But since
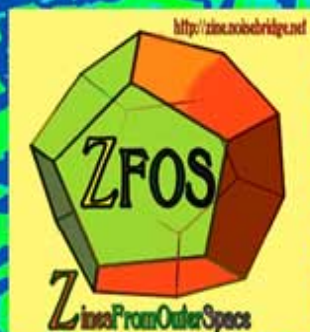it's just trash, I'll throw it away."
--Blitz Kriegfield, PUBLISHERS WEAKLY

"I don't like reading any more."
-Simon Cowhole, AMERICAN IDLE

"Halfway through this publication,
I chose to stick forks in both my eyes
rather than finish reading."
-Luke Warmpraise, INSANITY FAIR

http://zine.noisebridge.net

ZFOS
ZinesFromOuterSpace

https://zine.noisebridge.net/